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Make It So

"My philosophy is that there is room for all philosophies on this station."

– Commander Sisko, *In the Hands of the Prophets*

So, if there isn't life on Mars now, there *was* millions of years ago. (Probably). Such a simple statement from NASA in August – and yet one that has reverberated around the world, raising hopes, fears and questions in young and old alike. With the discovery of signs of (past) life on Mars, are we any closer to discovering if there's anyone Out There? Are they friendly? Or will they eat us for breakfast?

For readers of *STAR TREK Monthly* of course, the news should bring more hopes than fears. With luck, your reaction to the possibility of alien life will not be the xenophobia of *Independence Day* (terrific film though it is...) but the aspirations of Infinite Diversity in Infinite Combinations; and celebration that 'Life Out There' might be 'Life We Can Get Along With'.

Meanwhile, the features in this month's magazine reflect hopes and fears perhaps a little closer to home, as the cast and crew of *Star Trek: Deep Space Nine* and *Star Trek: Voyager* ponder their immediate futures, rather than the wider aspirations of the Human race as, it seems, a new space race looms. Strangely, however, the fate of a fictional 24th Century universe is a lot more interesting than a factual 20th one. It appears we have a long way to go before we'll come close to the excitement of encounters with alien life that's seen in *Star Trek*!

John Freeman, Editor

Chain of Command

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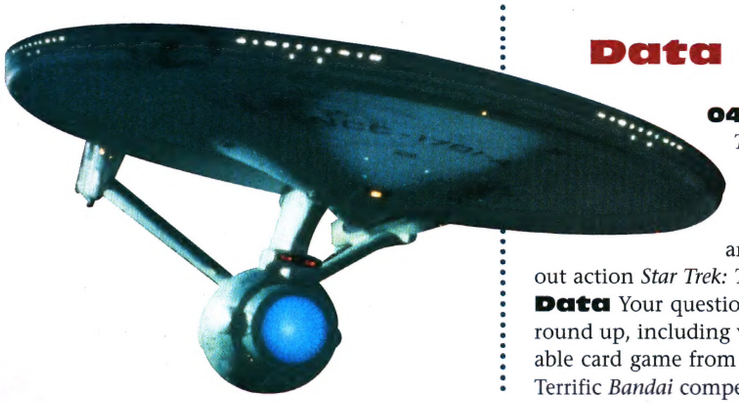
"I wouldn't get too friendly with the natives if I was you..."



Data Input Begins...

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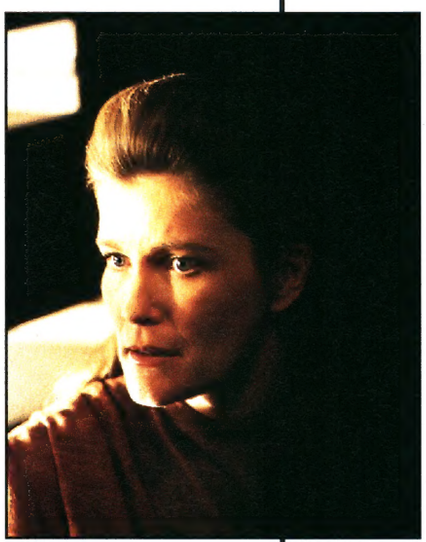
STAR TREK: VOYAGER®
We're on our Way Home!



Other events for *Star Trek: Voyager*'s much anticipated new season, which will start to be released on *CIC Video* here from 2 December, include a Q show shooting in September. The basic story is in hand and details were being finalised at press time. Says Jeri: "Simply put, Q [John de Lancie] returns to *U.S.S. Voyager* because he has to mate – and he has chosen *Janeway*! This basic story opens up into an even bigger story about a rift within the Continuum [Q's home dimension], which we get into when Q takes Janeway there."

Jeri Taylor was quick to deny Internet rumours of plans to kill off a regular character. "No. Absolutely not," she said, sighing. It's possible this story started because one recurring character does get killed by the dinosaur creature in the season opener, *Basics, Part II*. ■

Additional reporting by Larry Nemecek. **Star Trek: Voyager *Episode Check – Page 14***

IN BRIEF...

STAR TREK SCRATCHERS!

The California Lottery is planning on launching a Star Trek *Scratchers game as a promotional tie-in with the upcoming* Star Trek: First Contact *feature. The game will feature six tickets. Five of them will depict various* U.S.S. Enterprise *incarnations from* Star Trek*'s 30-year history. The sixth will feature an as yet undisclosed reference to the new film. Eight million tickets will be printed, with a top prize of $1,000. Odds of winning the $1,000 top prize are one in 600,000.*

TAKEI ON THIRD ROCK

George Takei will make a guest appearance on John Lithgow's hit series, Third Rock From the Sun. *The former* Star Trek *helmsman and starship captain will play a visiting alien in an episode that also* ➔

The *U.S.S. Voyager* is set to return to earth in its new season. A special story to be aired in November in the US will feature location filming in Los Angeles, with plenty of action and excitement along the way.

The return to Earth comes with a twist, however, as the starship arrives above the Earth of 1996, not their own time period. Says the show's Executive Producer Jeri Taylor: "Ultimately our people have to stop a 20th Century man and a plan which will catastrophically rupture time through the next 900 years, well past the *U.S.S. Voyager*'s future. We're all very excited about it, it's gotten a lot of good 'buzz', and we think it will be a great two-parter."

STAR TREK: DEEP SPACE NINE – THE MOVIE?

With excitement about *Star Trek: First Contact* running overtime (and rumours already flying of a further film already in pre-production), it comes as no surprise to learn that fans across the globe are discussing the possibility of an *ST:DS9* movie. It's a question often posed, but Armin Shimerman, the actor who plays *Ferengi* barkeep *Quark*, remains more pessimistic than most of his co-stars about the possibility. "I personally don't think there'll be a movie, the reason being that *Star Trek: The Next Generation*, I believe, has some sort of commitment for four films," he told *STAR TREK Monthly*. "They're now doing their second film, and if they do a film every two years, it means another four years at least. I'm wishing them all the success in the world, and I hope that they go on and do more films, which means now we're talking closer to six, eight, 10 years; so that's the primary agenda for *Paramount Pictures*.

"At this point, despite the pride that I have in our show and the fact that I think our show is equal to, if not better than, any of the other incarnations of *Star Trek*, we haven't generated the sort of fan esteem that *ST:TNG* had in the last two years of its run or the fan esteem for the original *Star Trek*. Without that, I'm not sure they'll want to dump that much money into a project. Between those two things, the time between now and when they might start the process and that fan esteem, I don't know if there'll be a movie. I'd like there to be, but I don't think there will." ■

f All Worlds

TRANSPORTER SYSTEMS OR WARP DRIVE, SIR?

Physicists in Boulder, Colorado, recently announced they succeeded in placing an atom in two places at once using lasers and an electromagnetic cage, putting them one small step towards the creation of quantum computers – and furthering the possibilities of creating of *Star Trek*-style warp drive and, perhaps, transporter technology.

Quantum computers would be enormously powerful, able to process information faster than the Human brain and able to penetrate the mathematical secrets of the cosmos that would take longer than the entire future of the Human race to solve. They may even generate a new field of physics.

As postulated in *Star Trek*, when a starship moves to warp it occupies two places at once, the past and the future. This is something that appears to be an everyday occurrence in the world of quantum physics, where atomic and sub-atomic particles have a habit of operating along very shadowy and changing principles we as yet are only just coming to comprehend. Some particles leap in and out of another anti-world which we can only imagine (see *STAR TREK Monthly* Issue 13) while others have achieved the trick of being able to occupy the same place at the same time.

The stumbling block to creating a practical application for such research is a gap between our world and the quantum; as soon as things grow beyond the atomic level something called decoherence begins and the ability of being in two forms falls apart. ■

ALIEN VOICES

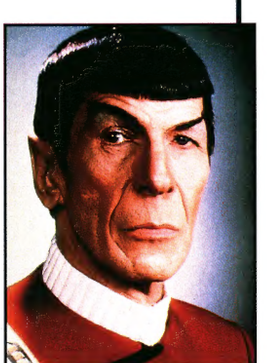
Leonard Nimoy and John De Lancie have combined forces, together with writer Nat Segaloff, to form *Alien Voices*. The new company will produce audio tapes based around science fiction stories. Lou Anders caught up with *Leonard Nimoy*, who gave us this progress report.

"We have concluded negotiations with [*Star Trek* book publisher] *Simon & Schuster* to do the distribution. Scripts are in the works, and we will start producing these shows sometime this summer. We will actually go in the studio or on location, whichever is called for by the script, and we'll start doing scripts." Asked which projects *Alien Voices* would tackle first, Nimoy replied, "The first possible shows are *Journey to the Center of the Earth, The Invisible Man*, possibly *Mysterious Island* and others that are being considered."

While it goes without saying that the vocal talents of John and Leonard will naturally be used, they plan on drawing on many other talented actors. Although Nimoy wouldn't name names at this stage, he did promise that the talent would all be recognisable to genre fans. "All of the actors and actresses will be people who are identified with science fiction and many specifically with *Star Trek*."

The initial inspiration for *Alien Voices* came last year, when Nimoy, De Lancie and Segaloff all met for the first time to cooperate on a production for National Public Radio. "We worked together last year on an NPR production of *War of the Worlds*," explains Nimoy, "The original Howard Koch script of *War of the Worlds* that Orson Wells did with the Mercury theatre many years ago. We did a recreation of that show in which John directed and I acted, and Nat did some new material for the script. That's where we all met for the first time. The idea came to do more of these shows together."

Nimoy is quite excited by the potential of this new venture, and from the sound of it, *Alien Voices* is going to be quite a productive company. "I'm looking forward to doing these," he says. "They are going to be a lot of fun to do. I like the people involved and think they're very talented and have a really good feeling for what has to be done." ■



shows the Solomon family watching Independence Day *and complaining that it gives aliens a bad name. The series is set for transmission on BBC2 soon.*

SECOND RUN SYNDICATION FOR STAR TREK: DEEP SPACE NINE

Some locations already have Star Trek: Deep Space Nine *in daily repeats in the US but syndication will go 'full bloom' across the US this month. This second-run syndication of* ST:DS9, *with the show possibly shown daily, three or six days per week, will be very important in building awareness for the space station-based series in its largest market.*

In the UK Star Trek: The Next Generation *began another run on BBC2 last month, but at press time there was a possibility that it would be replaced by* Star Trek: Voyager *in the same 6.00pm Wednesday night slot. However, no official decision had been made. It's possible the BBC were awaiting audience response to the screening of the* Caretaker *pilot during the* Star Trek *extravaganza over August Bank Holiday weekend, before making a final commitment.*

BROOKS OPENS UP

Avery Brooks, perhaps the most elusive interview subject in the Star Trek *Universe, recently surfaced to talk to* New York Times *writer Ian Spelling about his new project,* The Ark of the Spirit with Avery Brooks, *an hour-long US television special which featured highlights from the 1996 National Black Arts Festival held in Atlanta this summer. In addition to serving as the on-camera host and narrator of the special, Brooks was the artistic director of the 10-day event, his second year of involvement, which celebrated African and African/American arts.*

Most Trekkers, many of whom initially found Brooks' portrayal of Sisko

somewhat impersonal, are now more accepting of both Sisko and Brooks. "I don't think it's so much a matter of fan acceptance," Brooks told Spelling. "People talked about the character being very wooden and inaccessible, but that has as much to do with the writing and time as anything else.

"But they've started to write for him in a different way, and the man is more accessible. We know more about his relationships, especially the one with his son (Cirroc Lofton, as Jake Sisko), and we know more about what's going on in the front of his mind than we did early on.

"There's a lot more of a kinetic thing that's going on, and that pleases me."

SF TELEVISION GROWS UP

It seems that the reason SF television series such as Star Trek *are becoming so popular with audiences is because they offer a fresh perspective on life here on Earth. "They help us look at ourselves," says Tim Brooks, a senior vice president for the USA Network's Sci-Fi Channel. "Aliens today are used by writers to comment about our contemporary society, about the Human condition and about adult relationships."*

The fact that aliens are foreign – really foreign – is also useful when television writers grapple with more weighty subjects. "Aliens often stand in for minorities," Brooks says.

The Best o

Terry Farrell goes on a Treasure Quest

Photo courtesy of Sirius Publishing

"It's exciting to be a part of something that is at its frontier," says Terry Farrell. The *Star Trek: Deep Space Nine* star is appearing in her first CD-ROM game, *Treasure Quest*, from *Sirius Publishing*. In the game, Professor Jonathan William Faulkner has died, leaving an inheritance of $1,000,000 to the person clever enough to solve the mystery. Terry acts as a sort of spiritual guide, appearing in 10 different aspects. Through a series of clues made up of images, videos, and even music, she leads the player in a search of the rambling 10 room mansion. "It's like she's the same person and is sort of embodying 10 different ideas," says Terry.

Treasure Quest comes with a CD of original songs by Jody Marie Gnant (also part of the puzzle), as well as *SiriusNet* software to provide easy access to the game's Internet site. "A lot of people don't have computers," says Farrell. "A lot of people do, but it's not like a television set where every household has at least two. It's nice to be at the beginning of something and to think that someday in history this will be one of the first really cool CD-ROM games. Hopefully." Perhaps it will. *Treasure Quest* has at least one thing going for it the competitors don't. Namely, the one million dollars *aren't* virtual bucks. The first player, or group of players, to actually solve the puzzle really will get a million!

Terry's spirit guide pops up throughout the game, appearing in a variety of interesting places. For example, she's seen sitting on a telephone and appearing in a teacup. Terry says that the green screen work she did for these effects was no problem. "I didn't realise how much it had helped me doing second unit on *ST:DS9*. After practice on *Hellraiser III* and *ST:DS9* that [the green screen work] was the easy part. The *hard* part was having to do all those monologues at the last minute. It was improvisational, to a certain extent. We were shooting it so quickly that the easier part was the technical part. The harder part was the creative side, because we don't have as much time. Hitting your mark after working on a series was the easy part."

Terry was particularly excited that the nature of *Treasure Quest* allowed her to play several different roles. "I thought that the part of Norma Desmond was a huge challenge for me. As soon as I was done with her I thought, 'Oh, I want to do her again, because now I feel more comfortable with it. I feel like I could do it better.' She stood out as the biggest acting challenge, because she seemed the furthest from my personality. But the one I was the most excited about doing was the Renaissance woman, because I'd studied Shakespeare, but I hadn't actually done any. I've never done any Shakespearean plays; I've just done it in class. So the Shakespearean tone of the Renaissance woman made her the one I was most excited to do."

The race is on. ■

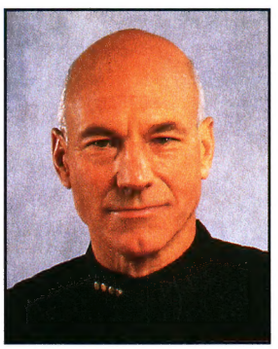
Report by Lou Anders

HAPPY BIRTHDAY!

1 October: Mark Lenard
21 October: Avery Brooks
27 October: Robert Picardo

f All Worlds

Mirror, Mirror



Above left: *Colm Meaney exchanges the recycled air of space station* **Deep Space Nine** *for Jerry Bruckheimer's* **Con Air**
Above right: *More star spotting for Patrick Stewart*
Following page left: *Will Aron Eisenberg expect his wife to dress Ferengi fashion?*
Following page right: *David Carson proves that killing one of the greatest icons of our time wasn't enough by lending his directoral skills to the new film* **Letters from a Killer**

***STAR TREK Monthly's* Los Angeles Liaison, Lou Anders, reports direct from the US West Coast on the comings and goings of *Star Trek* cast and crew...**

It seems that every time you turn around, **Colm Meaney** pops up in another project. This time, the *Star Trek: Deep Space Nine* star will appear in producer Jerry Bruckheimer's *Con Air*. The film, which also stars Nicholas Cage, Steve Buscemi, John Cusack, Ving Rhames and Mykelti Williamson, is about a group of convicts who hijack a plane as it transports them to prison. Word has it that John Malkovich is in final negotiations to play the villain.

Next year, *Star Trek: The Next Generation's Captain Jean-Luc Picard* will get his very own star. **Patrick Stewart** will be among 14 entertainers who will receive stars along the celebrated Hollywood Walk of Fame in 1997.

Brent Spiner is a lucky android. He's appeared in two blockbuster movies this summer. First, he has a small but important role in *Independence Day* playing Dr Brakish Okun, the scientist in charge of the mysterious Area 51, the secret government airforce base rumoured to have an actual captured UFO. With long, unkempt grey hair and an almost manic eccentricity, Spiner steals more than one scene. At the same time he has a minor role as another scientist in *Phenomenon*, in which John Travolta receives physic powers after witnessing strange lights in the sky. *Phenomenon* also stars Robert Duvall, Kyra Sedgwick and Forest Whitaker.

Fresh from *Sand Blast*, **David Carson** (*Star Trek Generations*) has agreed to direct *Letters From a Killer*, a thriller for J&M Entertainment. The film tells the story of a man on Death Row who is involved in relationships with four women, all via the post. When he is unexpectedly released, the man has to deal with the now violently upset females, each of whom thought they were the only one. Patrick Swayze is in negotiations for the starring role.

Oscar-winner **James Cromwell**, who can be seen in November as *Zefram Cochrane* in *Star Trek: First Contact*, makes an appearance in Arnold Schwarzenegger's action thriller *Eraser*. Cromwell plays Donahue, a corrupt executive in the high-tech armaments business.

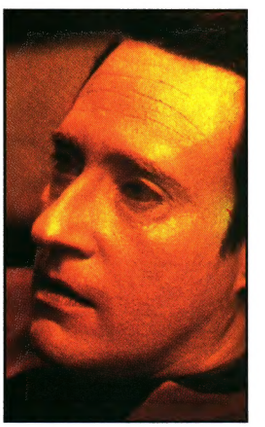
Ever since she left the *U.S.S. Enterprise*, **Ashley Judd** (*Ensign Robin Lefler* in *The Game*) has kept extremely busy. She's appearing in *A Time to Kill*, the latest John Grisham screen adaptation. With a very *To Kill a Mockingbird* feel, *A Time to Kill* tells the story of white lawyer Jake Brigance (Matthew McConaughey) defending a black man (Samuel L. Jackson) accused of murder after he guns down two white boys for the brutal rape and near-murder of his daughter. Judd plays Carla Brigance, Jake's wife.

The *Warner Brothers* release from Director Joel Schumacher is an intense drama of racial tensions in the American South and promises to be the most exciting and mature Grisham tale to date.

Ray Walston (*Boothby, ST:TNG's The First Duty*) says of his character in the new film *House Arrest*, 'His name is Chief Rocco. He's a retired Police Chief who lives next door to the family that Jamie Lee Curtis and Kevin Pollack play. He lives next door to them and he's a very nosy old man – sticks his nose into everything. They sent a tape to me yesterday. I didn't watch it. My wife watched it and she liked the movie." ➔

SPINER OPENS ALIEN HIGHWAY

Brent Spiner was recently on hand, along with Dean Devlin, Roland Emmerich, and several other members of the cast of Independence Day, *for the dedication of Nevada's new 'Extraterrestrial Highway'. They met with representatives of the world press at the town of Rachel, appropriately close to the top secret Area 51. At the ceremony, a special* iD4 *monument was* ➔



FAMOUS *STAR TREK* FANS - Jim Davidson

Comedian/Presenter

Jim Davidson has two great passions in his life: the pop group Emerson, Lake and Palmer; and *Star Trek*. "I really do love *Star Trek*," he says. "I enjoy all of the shows and I really like the way the *Star Trek* Universe is. There's no real racism or sexism and everyone retains their individuality: a *Ferengi* is a Ferengi, a *Klingon* is a Klingon, and everyone acknowledges and respects that. I think that's a good message for everybody to take note of."

One of Britain's most popular entertainers, Jim Davidson is probably best known as the presenter of BBC1's top-rated shows *The Generation Game* and *Big Break*, and can currently be seen at the Wellington Pier Theatre in Great Yarmouth. Jim owns every episode of all four *Star Trek* series on video and knows each of the shows inside out. When asked to select his all-time favourite *Star Trek* character, he has no hesitation in naming *Star Trek: Deep Space Nine's* scheming Ferengi barkeep, *Quark*.

"Quark is just great," he enthuses. "He reminds me of what I call a grafter – someone who's out working all of the time, out to look after himself and will always find a penny. Actually, I've got a life-size Quark behind my bar at my house! He's a terrific character."

One of Jim's lifelong ambitions is to guest-star in an episode of *Star Trek*. Although he believes his chances of achieving that goal are probably less than zero, he has at least worked with *Star Trek: The Next Generation's* resident empath *Counselor Deanna Troi*, alias Marina Sirtis. "Marina played a Russian spy in my show *Up The Elephant And Round The Castle* before she did *Star Trek: The Next Generation*," he explains. "When I saw Troi for the first time in *ST:TNG*, I thought to myself, 'I know that girl' and I realised it was Marina! Marina's a friend and it's great that she did the show."

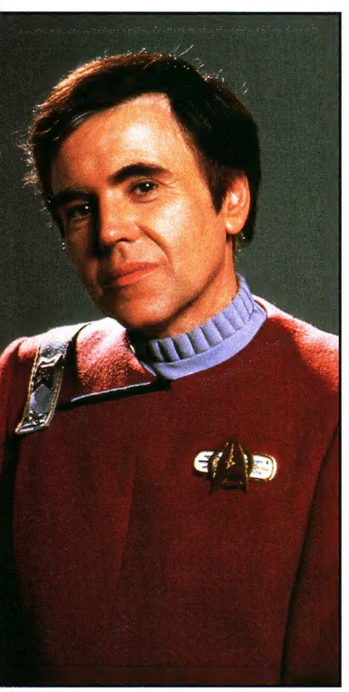
Regardless of whether or not he ever reaches the final frontier, Jim Davidson truly hopes that *Star Trek* will live long and prosper for at least another 30 years.

"The end of the original *Star Trek* was a bit like reaching the end of a good book," he says. "When you finish a good book, it's always a bit sad because you know you're never going to see those people again. So I hope the *Star Trek* shows will continue for as long as they can because I love them. I just don't want them to end!" ■

unveiled, a possible beacon for close encounters. The iD4 *stars contributed items to a time capsule to be opened in 2050 AD. Spiner donated a call sheet from the upcoming* Star Trek: First Contact *film.*

CHEKOV *PROMOTES* STAR TREK *GAME*

When he was playing Ensign Chekov on the U.S.S. Enterprise, *actor Walter Koenig had no idea that* Star Trek *was headed for instant fame. "When I tuned in to* Star Trek *in the first season, before I was aboard, and I saw those Styrofoam rocks, I didn't really give it a chance," Koenig, 59, told reporters at a Milwaukee game convention where he was promoting the new Fleer/Skybox* Star Trek *customisable card game. He gave fans one reason for buying it. "You get to kill* Captain Kirk, *what more can you want?" he said without a trace of his character's trademark Russian accent.*

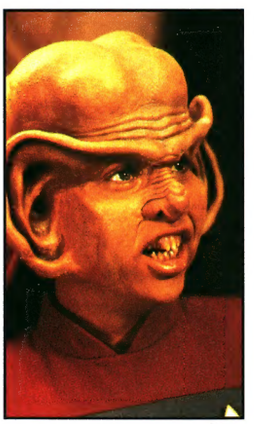


CCG Game Preview, Page 62

Sources this issue:
Paramount Pictures, CIC Video
Reporters: Lou Anders, Paul Travers and Dave Bassom

The Best of All Worlds

Congratulations to **Aron Eisenberg**, who was married on 4 August to his girlfriend Jessica. Aron proposed to her in an interesting and unusual way. "I wrote a *Star Trek: Deep Space Nine* comic book with *Nog* in it," he explains. "And in the biography in the comic book I proposed to my wife." The comic book, called *Rules of Diplomacy* was released last January from US publisher *Malibu Comics*. The story sees Nog escorting a *Klingon* ambassador to the *Ferengi* homeworld. It came about when Aron met co-writer Mark Paniccia at a convention. "I met Mark at a convention and said, 'How come you don't put Nog in your comic books?' He said, 'Why don't you come over and write one.'" Thus trapped, it was either put up or shut up. Still, seeing how Aron has gotten a wife out of the deal, I don't think he's complaining. We wish them all the best. ■



TINKER, TAILOR... AND DIRECTOR

Everyone's favourite *Cardassian* reveals his latest plans to Amanda Finch

With a couple of directing awards under his belt from the L.A. Drama Critics Circle for his recent work on *Becket's End Game*, Andy Robinson, who plays Cardassian tailor/spy *Garak* aboard *Star Trek: Deep Space Nine*, is enthusiastic about tackling a brand-new work. "I'm helping a woman with a one-woman play she's written. I don't know when we're going to open, because it's such a powerful piece.

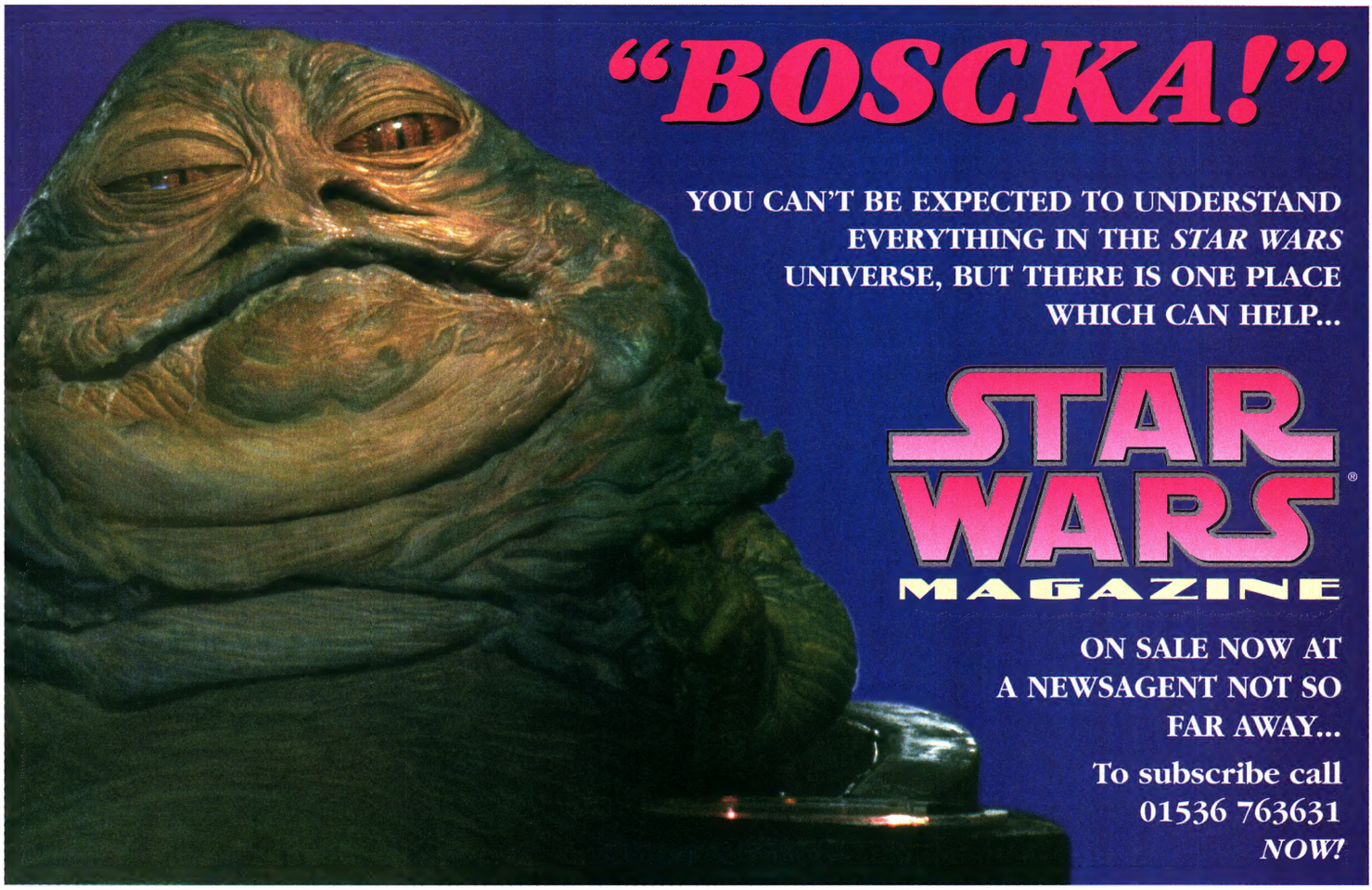
"She was born in a concentration camp during World War II, and she's the only woman ever to have been born in a concentration camp and to survive it. She was six months old when her camp in Poland was liberated, and she's written a one-woman play that's based on interviews with German and Jewish women who experienced and survived the war. She has a cross-section; it's a mosaic of all different kinds of German and Jewish women: women who were concentration camp inmates, German women who were concentration camp guards, German and Jewish women who were not in concentration camps but who were living in Europe during that period, mainly in Germany. So it's an extraordinary piece, and it's obviously a very heavy piece."

The upcoming fifth season of *ST:DS9* will offer some challenges for the veteran actor as well. In addition to returning to the show in his supporting role as Garak, Andy will direct episodes of both *ST:DS9* and *Star Trek: Voyager*. He's thrilled with the new facets of Garak's character which are currently revealing themselves. "There's a show where *Gul Dukat*'s daughter, *Ziyal*, who's now on the station, and Garak get together. It's ambiguous how they get together, but there's an attraction between them. They're two lonely people, and I've always considered Garak and *Odo* the two loneliest people on the station. Now there's this half-breed, Ziyal, who's half-*Bajoran*, half-Cardassian, and she and Garak get together and create this relationship.

"There's a huge age difference. In fact, at the last convention in Pasadena when I mentioned the relationship, this guy asked the question, 'Well, isn't there a huge age difference between the two of you?' And then I went through this kind of mock indignation, like 'How dare you ask me this question?' I ended up by saying 'I've always looked older than I am, and would you believe that I'm 17 years old?' which nobody bought, but they laughed a lot!

"One of the things that's going to happen is that it's going to lead to a confrontation between Garak and Gul Dukat. That will be a lot of fun, because I love working with Mark [Alaimo], and I love the way he plays Dukat. He and I always have a good time in what little we've had to do together. And the writers know this; this is one of the reasons why they've set this up. You'll see a new vulnerability of Garak's, because she's the one who pursues the relationship. She's the one who invites him out on a date. And it takes his breath away. He doesn't know what to do. There's one moment that I like a lot where there's everything going through his mind like: 'This is *Gul Dukat's daughter*. She's *younger* than I am. And then he gets through that and says, 'I'd love to.'"

Paying due respect to the leadership of Executive Director Ira Behr in maintaining a dark vision for the series, Robinson promises great things in the fifth season of the series. "I've done a lot of television over the years, and you know kind of what to expect from television. But I tell you: the scripts that we get on *ST:DS9* exist at a much higher level of quality than anything else I've ever done." ■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Right: *Jonathan Frakes directs Michael Dorn in a tense scene from the early part of* Star Trek: First Contact, *set aboard the* U.S.S. Defiant
Below: *Frakes as Commander Riker on 23rd Century Earth alongside a VISOR-less Geordi La Forge (LeVar Burton)*

A DAY IN THE LIFE OF...
STAR TREK®: FIRST CONTACT™

As *Star Trek: First Contact* remains on course for release on 9 December in cinemas across the UK, *STAR TREK Monthly* will be bringing you a series of exclusive 'snapshots' of the film's production. This issue, Ian Spelling reports on a typical day's filming on the *Paramount Pictures* lot back in June...

Jonathan Frakes is in uniform. He *looks* like *Riker* and he *sounds* like Riker, but he's very clearly in command, giving pointers to Patrick Stewart, considering Michael Dorn's dissatisfaction with a specific line of dialogue that he feels *Worf* wouldn't say, deciding that Gates McFadden's close-up didn't *quite* work and, thus, needs to be shot again. Welcome to the *U.S.S. Enterprise NCC-1701-E* set on Stage 29 at *Paramount Pictures* in Hollywood, California. It is here that Frakes gamely sports two hats, one as a co-star of *Star Trek: First Contact*, and the other as the director of the eagerly-awaited film, which will be released in the US on 22 November and on 9 December in England.

"So far, so good," enthuses Frakes during a break from shooting. "It's been tough, but it's also been a lot of fun. It's great to be working with the gang again, and they're making my job a little easier for me. There is a lot of pressure on me, on all of us. This is a big, big movie and we want to deliver the goods for the fans and for the studio. There's a lot riding on it. But it feels good so far. I think people will be very entertained by this movie."

A quick tour of the new *U.S.S. Enterprise* reveals it to be gold in colour, with maroon doors. While Riker and *Troi* (Marina Sirtis) still sit on either side of Picard (Stewart), the Captain's chair is raised a few inches higher than the others. There is no viewscreen. When images are requested by an officer, they'll be projected, holo-style, on cue. Behind the Captain's chair is a huge, multi-coloured, blinking schematic of the ship. As Frakes returns to the set to shoot a close-up of Worf, who has just been beamed over to the *U.S.S. Enterprise* from the crippled *U.S.S. Defiant*

to help his *U.S.S. Enterprise* mates battle the *Borg*, this visitor heads over to stages 14 and 15, which are connected.

Stage 14 houses a massive structure, comprised mostly of wood and plastic, that will serve as the Borg Collective. There are also assorted *U.S.S. Enterprise* corridor sets, Borg alcoves and the gigantic Engineering Room set, which has been Borg-ified for an upcoming scene. Stage 15 is virtually filled to capacity by one single set, namely the starship's Deflector Array. Frakes and his crew will soon be here as well to film an ambitious spacewalk sequence that should be one of the movie's centrepieces.

Back on Stage 29, Gates McFadden sits in a director's chair, waiting to be called back to the set for a scene as Doctor Crusher. "It's sort of strange to dive back into it," says the actress, whose hair is flaming red with blonde tips. "But once you zip up in the space suit, it really all does come back to you. I don't have quite as much to do in the film as I'd like, but it's nice to be working with these people again." When McFadden's presence is requested on set, there's time enough to explore other sets on Stage 29. The Captain's Ready Room is decked out in walnut brown. A Native American-like sash hangs over his chair and a model of the new *U.S.S. Enterprise* rests on a stand. There are a couple of guest chairs in a corner, as well as a Shakespeare compendium encased in glass. It's open to the pages of *Richard III*. Finally, a Dickens book sits on a shelf by the Captain's bed, which is just a few feet away from his bathroom.

Behind the Bridge set is the Observation Deck. It's dark and completely bare now, but will feature in several scenes during the film. Take a close look during the scenes that unfold in the Observation Deck, for in a long, rectangular glass case are scale-size models of the previous ships to carry the name 'Enterprise'. Several crew members have made it a point to say how impressive the models are.

In the background, someone loudly yells, 'Cut!' Frakes has gotten his shot of Worf and is ready to move on. He makes a couple of requests, one to director of photography Matthew Leonetti and one to the lighting crew, then offers a few words of praise to Dorn and excuses himself.

Things are definitely hot on the set of *Star Trek: First Contact* and, with the major Borg sequences with Borg Queen Alice Krige at that point set to begin in a few days, things were only bound to get incendiary. "It's coming together very nicely," says Rick Berman, who is the executive producer and co-writer of the film's story with Brannon Braga and Ron Moore. "Jonathan is doing an excellent job as our director and he's really taking advantage of the opportunity that has been presented to him.

"We all learned a lot of lessons from *Star Trek Generations*, and we're putting those lessons into play on this film. I'm confident we're making something very special here, and it's my hope that it will be the second in a line of *Star Trek: The Next Generation* features." ■

Left: *Unsure which way to go – guest star James Cromwell is warp drive creator Zephrem Cochrane*

NEWS ROUND-UP

● Brent Spiner, who plays Data, spoke to the US *TV Guide* (17 July/2 August issue) about the upcoming film. According to Spiner, *Star Trek: First Contact* was called *Resurrection* "until we learned that the fourth *Alien* movie already had that title." He was the last actor signed for the film, for a reported $2.5 million, a figure he doesn't deny. Referring to *Star Trek Generations*, he told *TV Guide*: "I'm much happier with this film. The story is better; it's funny and scary." In addition, his android alter ego has more depth: "Data still has his emotion chip, but now it's an asset. He even has a peculiar romantic liaison."

In the same issue Rick Berman says: "When we sat down to create *Star Trek: First Contact*, we all wanted to make it a hard action film – something very accessible to [non-Trekkers] and much more fearsome than any *Star Trek* movie ever done." Says *Star Trek: Voyager* Producer/writer Brannon Braga, who co-wrote the story with Rick Berman and *Star Trek: Deep Space Nine* Producer/writer Ronald D. Moore: "... we all wanted to see the Borg on the big screen."

ST:DS9's Executive Producer Ira Steven Behr is unhappy with one aspect of the new film, according to another report in the issue. The *U.S.S. Defiant*, *ST:DS9*'s warship, will be all but destroyed in *Star Trek: First Contact*. "I was not happy about that decision," he states emphatically. "And, if I have my druthers, we will not acknowledge it [on *ST:DS9*]."

● The 11 July issue of the *Reno Gazette-Journal* reported that *Star Trek: First Contact* shot for a week beginning 22 July in Verdi, a suburb of Reno. The reason stated for the location shooting was that they needed a forest fire scene for the movie and there was a fire in this area about a year ago. The article also states that the location was remote and that the actors needed to be helicoptered in to access the shooting location.

● *Paramount*'s *Star Trek: First Contact* web site is now up and running at http://startrek.first-contact.com

● The following release dates for *Star Trek: First Contact* in other countries were correct at press time: Australia: 21 November 1996; USA and Canada: 22 November 1996; Germany: 19 December 1996; Belgium: April 1997.

EPISODE CHECK

Believe it or not, *Star Trek: Deep Space Nine* opens its fifth season of production this year, filming its 100th episode while joining sister series *Star Trek: Voyager* with an upcoming 30th Anniversary episode of its own – a 'flashback' to *The Trouble with Tribbles*. Tentatively, however, the new segment entitled *Trials and Tribbleations* was set to be the fifth filmed and the sixth to air.

Meanwhile, with *ST:DS9* on its own syndication schedule, the season première unspooled during the week of 30 September, a month later than that of UPN's *ST:VOY*. *CIC Video* releases from the season begin on 2 December. Please note, airdates were provisional as of presstime.

Spoiler Alert! Don't read any further if you don't want your enjoyment of upcoming shows dampened by knowing too much beforehand...

Apocalypse Rising

US Airdate: 28 September

Having directed first up a year ago with the two-hour *The Way of the Warrior*, Jim Conway again kicked off this season behind the *ST:DS9* camera. Series Executive Producer Ira Steven Behr and Producer Robert Hewitt Wolfe wrote the script.

The renewal of a possible Changeling take-over of *Gowron* and the *Klingon* Empire, first raised in last season's finale *Broken Link*, is played out amid the tried-and-true visual treat of covert missions in alien garb. This time, it's *Sisko* and his staff masquerading in Klingon guise to infiltrate Gowron's bunker planet and prove his true nature. The only trouble is, Gowron turns out to bleed just as he always has, surviving the assassination just long enough for Odo to spot the true Founder.

Gowron remains at a distance from *Worf*, but seems to have new-found respect for the former Changeling and the rest of Sisko's crew. Fans as well as his friends on the series' staff were glad actor Robert O'Reilly had not seen the end of his Chancellor Gowron character with this segment, as had been wondered over the summer break. We also see the first reunion between *Dukat*, who loans out his captured *Bird-of-Prey* for the mission, and his daughter *Jiyal*, played by the actress who took it over late last season, Tracey Middendorf.

The Ship

US Airdate: 5 October

Kim Freidman, who directed the very first (and same-titled) *Jem'Hadar* show, helmed her fourth show for the series and the first since season three's opener, *The Search, Part I*. Co-Supervising Producer Hans Beimler, beginning his second year on staff, wrote the teleplay from a story sold by freelancers Pam Wigginton & Rick Cason.

Depending on how you look at it, *The Ship* is *ST:DS9*'s 100th hour of filming, although it's the 98th title. (Both *Emissary* and *The Way of the Warrior* were conceived and filmed as a single project, later divided to run in one-hour slots). After an opener full of Klingons, the production staff next faced a gruelling two days of location work with Jem'Hadars in a hot Los Angeles-area rock quarry and an interior set fully built upside down.

The story concerns what happens when Sisko's otherwise routine Gamma Quadrant away team finds an intelligence bonanza: a downed Jem'Hadar ship. Other Jem'Hadar come searching, but after the loss of a Runabout and crew – and the discovery of the dying Founder aboard who self-destructs his ship – Sisko is left to wonder how much his precious find was really worth.

Among the casualties is crewman *Muniz*, played by F.J. Rio, one of O'Brien's engineers seen last season in *Starship Down* and *Hard Time*.

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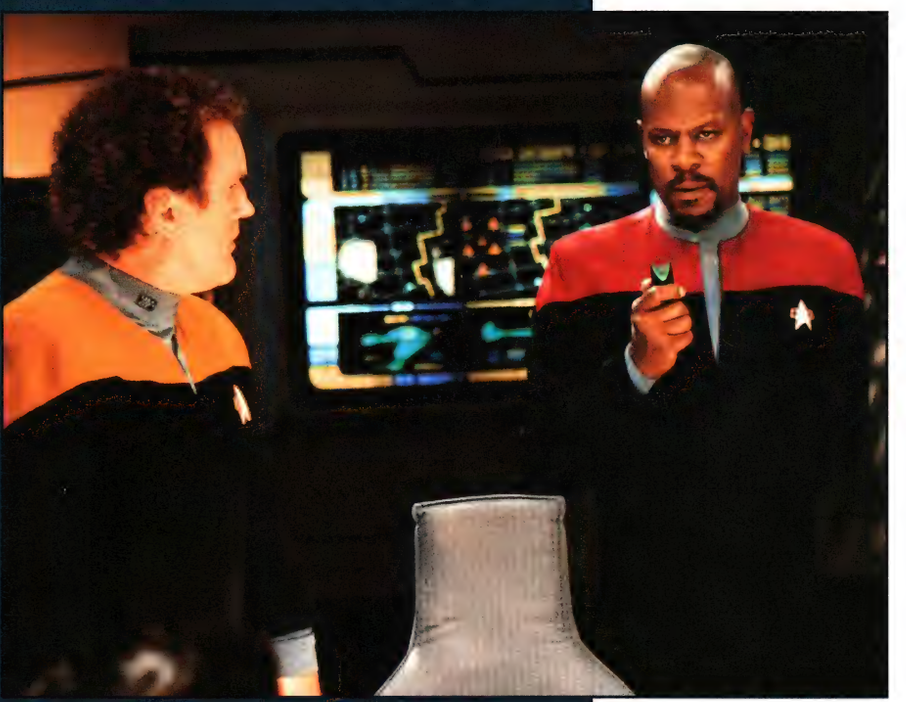


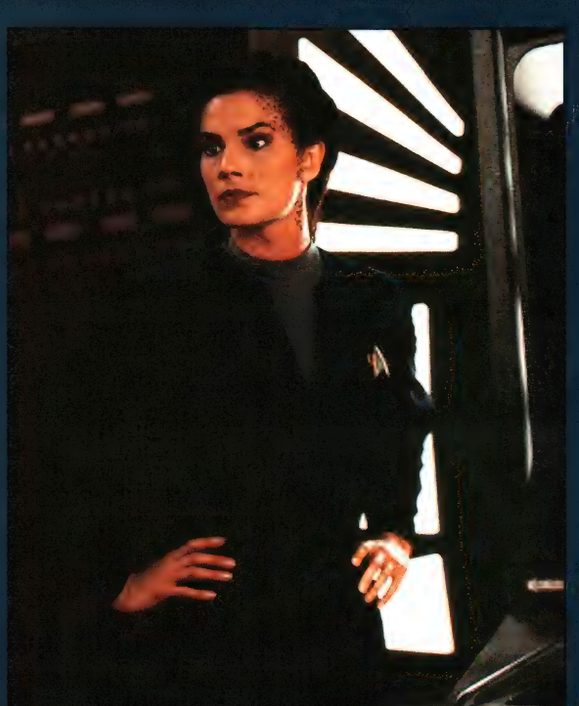
Looking for par'Mach in all the Wrong Places

US Airdate: 12 October

This latest Klingon-flavoured script from Supervising Producer Ronald D. Moore was in turn directed by the latest of the *Star Trek* actors-turned-directors, Andrew 'Garak' Robinson, who was also due a slot on *Star Trek: Voyager* later in the season.

Moore put his own warrior's spin on this unlikely cross between the Cyrano/Miles Standish assisted romance genre and a couple's tale reminiscent of *A Midsummer Night's Dream*. The yarn includes the blooming of the Dax/Worf flirting and the return of *Grilka*, the Klingon widow and rare female head of household first seen in Moore's *The House of Quark* from season three. While Grilka returns to seek business advice considered beneath a Klingon from *Quark*, her 'ex-husband', the Ferengi is astonished when she expresses true desire for him.

Worf is already in 'par'Mach' over Grilka, but when she turns him down due to the bad politics of his house's current dishonour he is resigned to live out his desires by helping unlikely suitor Quark. Meanwhile, his moping leads Dax to finally act on her own growing interest in Worf, while *Chief O'Brien* wonders if he's crazy in detecting a new desire for intimacy from live-in surrogate mom *Kira*, still carrying his and *Keiko*'s baby.



The humorous and spirited tribute to the *Star Trek* franchise, **Trials and Tribbleations**, is scheduled to air the week of 4 November. In this episode, Captain Sisko and the *U.S.S. Defiant* crew are transported back in time by a Klingon thief, *Darvin*, bent on taking revenge upon *Captain Kirk*, who exposed him as a spy. Upon reaching the *U.S.S. Enterprise*, Captain Sisko encounters the fuzzy, cuddly creatures known as 'Tribbles', which have achieved cult status among *Star Trek* fans. Through an insidious plot using the seemingly harmless Tribbles, Darvin attempts to destroy Kirk and his crew, and Captain Sisko must race against time to prevent the destruction of the original *U.S.S. Enterprise*.

"This episode not only represents a first-ever for *Star Trek*, but is a real break-through in television special effects," Executive Producer Ira Steven Behr comments. "We will use *Forrest Gump*-type effects to enable cast members from a current series to visit a classic television show, produced 29 years ago, and interact with the characters, creating an entirely new episode." Charles Brill, who played Darvin in *The Trouble with Tribbles*, reprises his role for the new episode.

Plans call now for nine consecutive first-run shows through before repeats, with tentative titles in production including **Nor the Battle to the Strong**, a *Jake* coming-of-age story, and **The Assignment**, a chilling tale of the O'Briens. Until next month, the new stories continue to arrive so.... stay tuned! ■

This spread: Star Trek: Deep Space Nine *soars to a new season*

EPISODE CHECK

Above: Basics, Part II
Right: Flashback

As she detailed for *STAR TREK Monthly* readers in recent months, Executive Producer and Co-Creator Jeri Taylor has promised some big changes afoot for *Star Trek: Voyager* as it enters its third season, which began airing in the US on 4 September (*CIC Video* releases from the season begin 2 December). That date reflects a move from Mondays to Wednesday by its UPN network, and includes the four holdover shows actually filmed at the end of the second season.

Spoiler Alert! Don't read any further if you don't want your enjoyment of upcoming shows dampened by knowing too much beforehand...

Basics, Part II

US Airdate: 4 September

Like its opener, last season's finale shown in May, this show was written by co-creator and former Executive Producer Michael Piller. This was his swan song as an active member of the writing staff before departing to pursue feature and TV Movie development. *Star Trek* veteran Les Landau returned to direct the conclusion.

Practically the entire recurring cast is rounded up one more time for this season's opening episode, which Jeri Taylor has promised will mark the last appearance of the *Kazon*. When last seen the crew was stranded on a primitive planet with *Maje Culluh*'s Nistrim sect in control of their starship – but never underestimate a hologram, a psychopath and a reformed pilot! The *Doctor*, *Suder* and *Paris* all play pivotal roles in a daring raid to rescue the ship with the help of friendly *Talaxians*. Meanwhile *Chakotay* and *Janeway* have to escape a carnivorous dino-lizard and make peace with the natives on their world.

Expect a few departures from the *U.S.S. Voyager*'s crew this episode – and some surprises for the traitorous *Seska* (Martha Hackett). John K. Shull, the native medicine man, had been seen on *ST:DS9* as a *Bajoran* deputy in *Progress* and as Dukat's Klingon victim in *Return to Grace*.

Flashback

US Airdate: 11 September

Written by series Producer Brannon Braga, the hour was directed by former supervising producer-turned freelancer David Livingston and at presstime was set to air during *Star Trek*'s 30th Anniversary week, although it was the last of the four 'holdover' episodes to be filmed.

Unless you've been in a cave all summer, you probably already know all about this 30th Anniversary *Star Trek* offering. So for all you spelunkers out there, the story concerns a revisit with *Sulu*, *Rand*, and the crew of the *U.S.S. Excelsior* at the moment we saw them in *Star Trek VI: The Undiscovered Country* when first detecting the explosion of the Klingon moon Praxis. It turns out that *Tuvok* was serving as an unhappy – for a Vulcan – ensign on that ship, as Janeway discovers via a mind-meld taken to help solve a potentially fatal repressed memory that isn't what it seems, either.

Not only do George Takei and Grace Lee Whitney reprise their classic roles, but the producers return Jeremy Roberts as *Lt. Valtane*, Boris Krutonog as Sulu's helmsman from the film and throw in Michael Ansara to boot as a

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young, bumpy-headed *Kang* – not to mention rebuilding the *U.S.S. Excelsior* bridge just as it was last seen, right down to the Captain's shattered teacup.

False Profits

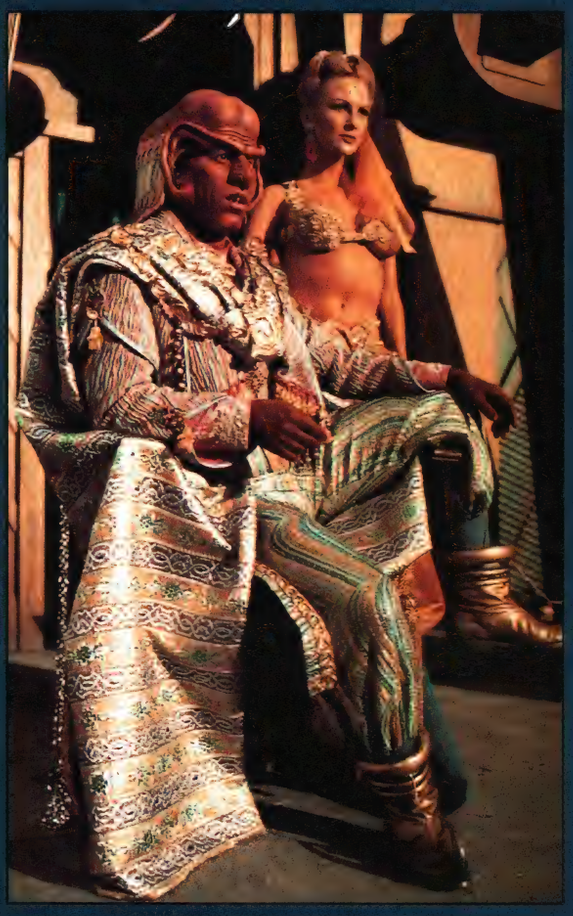
US Airdate: 18 September

Joe Menosky, the two-year *ST:TNG* veteran who returned from four years in Europe to rejoin the *Star Trek* world this season, wrote this teleplay from a story bought from freelancer George Brozak, who also had story credit for *ST:DS9*'s season finale *Broken Link*.

Ever wonder about those two *Ferengi* from *DaiMon Goss*' crew in *ST:TNG*'s *The Price*, *Dr Arridor* and *Kol*, who were stranded in the Delta Quadrant when they didn't heed *Data* and *Geordi*'s warning to return through the unstable *Barzan* wormhole they were competing to explore? Well, wonder no more: they've co-opted the legends of a nearby Gamma Quadrant world and set themselves up with 'replicator' magic as its avaricious twin gods!

Janeway's crew stumbles across both them and the unstable wormhole that brought them here. Bending the Prime Directive, the crew uses everything in their power – from a few cheap tricks to *Neelix*'s impersonation of the Grand Nagus' 'Grand Proxy' – to turn the locals against the Ferengi. Ultimately the *Takarians* do take matters back into their own hands, but not before a slam-dash ending that sends the Ferengis packing without their possessions and profit.

The producers went to the trouble of bringing back actor Dan Shor as Arridor from *The Price*, but that episode's Kol was a non-speaking extra who had to be recast, here with actor Leslie Jordan. Other familiar *Star Trek* faces include the Bard, portrayed by Michael Ensign – *Minister Krola* of *ST:TNG's First Contact* and Vulcan Ambassador *Lojal* of *DS9's The Forsaken* – and Alan Altshud as the poor sandalmaker, who earlier had been the terrorist *Ponnet* of *Starship Mine* and the *Yridian Yranac* of *Gambit Part I*, both of *ST:TNG*.



Sacred Ground

US Airdate: 25 September

This episode marks the *Star Trek* directing debut of Robert Duncan 'Tom Paris' McNeill, who becomes the first of his cast among the many *Star Trek* actors taking a turn behind camera. Staff writer Lisa Klink, finishing her first year with *Star Trek: Voyager*, completed the teleplay from a story by freelancer Geo Cameron.

Like Klink's first script for the series last season, *Resistance*, this Janeway story puts the captain out on the edge to save one of her crew – this time *Kes*, affected by an energy field from a sacred archway of the Nechani. But Janeway's foe is an internal one, as the spirituality she usually discards for scientific belief is put to the test when she agrees to undergo the ritual of the planet's monks when they refuse a direct scan of their sacred area to help Kes.

Here, the sympathetic Magistrate is none other than Tony-winning Broadway actor Harry Groener, a familiar face as the insecure nerd Ralph on the Eighties US sitcom *Dear John* and disturbed *Betazoid Tam Elbrun* of *ST:TNG's Tin Man*. The familiar face of character actor Keene Curtis joins the elders amid Janeway's first ritual step.

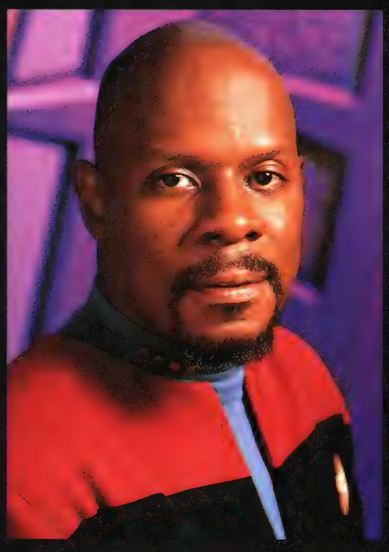
Production resumed on 15 July with **The Chute** (airdate to be announced), in which Harry Kim (Garrett Wang,) and Tom Paris (Robert Duncan McNeill) are falsely accused of terrorist activities on an alien planet and are enslaved in a horrific alien prison. As Harry and Tom struggle to escape, Captain Janeway (Kate Mulgrew) and the *U.S.S. Voyager* crew must join forces with a group of ruthless terrorists to save their crewmates.

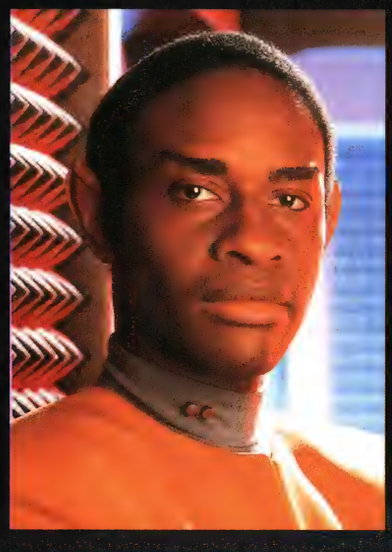
Jeri Taylor continues to promise some major shakeups for a few characters and the series mood and tone itself. For that news and further revelations over on *ST:DS9*, you definitely want to... stay tuned! ■

Above: Sacred Ground
Left: False Profits

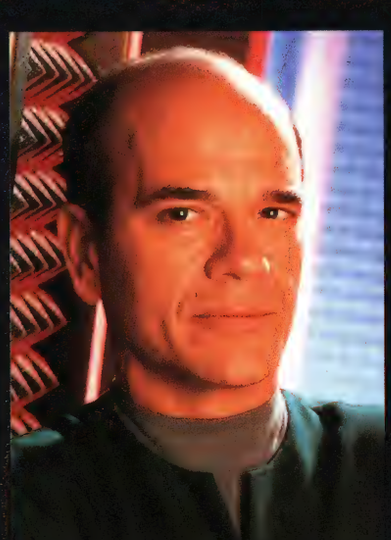
As both *Star Trek: Deep Space Nine* and *Star Trek: Voyager's* latest seasons launch in the United States, set for initial video release here in December, *STAR TREK Monthly* talks to members of the cast and crew on both shows about their hopes for the coming episodes and what the future may hold for their respective characters...

Hopes & the Final





Fears on Frontier



A warrio Bo

Ian Spelling tracked down *Star Trek*'s favourite *Klingon*, Michael Dorn, and asked him for his views on *Star Trek: Deep Space Nine*'s upcoming season...

Some Klingons age like the finest of wines and, putting it in *Star Trek* terms, mature like a fine Romulan Ale. Take *Worf*, for example. It's been nearly a decade since Trekkers first came to know the gruff son of *Mogh*, first on *Star Trek: The Next Generation*, then *Star Trek: Deep Space Nine*. Of course, one should also not forget the film *Star Trek Generations* and the upcoming *Star Trek: First Contact*, or, for that matter, *Star Trek VI: The Undiscovered Country*, the original cast *Star Trek* film in which Dorn played Worf's great-great grandfather. We've met his great love, *K'Ehleyr* (Suzie Plakson), his Human adoptive parents (Theodore Bikel and Georgia Brown), his son *Alexander* (Brian Bonsall), brother *Kurn* (Tony Todd) and adoptive brother *Nikolai* (Paul Sorvino). We've seen him disgraced and restored to honour within the Klingon Empire. We've seen him fight and romance and try in vain to understand Humankind.

Through it all, there has been one man and one man only sporting the make-up, behind the beard, in the uniform and beneath the wig. And that man is Michael Dorn.

"It is almost a decade I've been at this. That has definitely dawned on me. It makes me feel old, honoured, surprised. It's unbelievable," the amiable Dorn muses in his familiar deep tones. "It's unbelievable to be working on one thing for 10 years, to play one character for 10 years. That's rare. To be in make-up for 10 years, that's something I never thought I could do. But I've survived it and I'm still here."

Here, at the moment, is *Star Trek: Deep Space Nine*. Dorn joined the cast of the series during the show's fourth season. Worf was brought aboard the space station to consult *Captain Sisko* (Avery Brooks) on Klingon issues now that the long-held peace between the Klingon Empire and the Federation had, with some nefarious nudging by the Dominion, fallen apart. For both Worf and Dorn, life on the bustling *ST:DS9* has been quite a departure from his *U.S.S. Enterprise* experiences. "It's a *totally* different experience. The character is the same, but the interaction between the characters and the cast is a totally different thing," Dorn notes. "Coming from *Star Trek: First Contact*

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to *ST:DS9*, there was a glaring difference. We were just together and laughing and having fun on the movie. We were out of control most of the time. Jonathan Frakes directed it, and he's one of us. So, it was really like coming home. To then go to *ST:DS9* – although the work is good and the cast is fine – the interaction between the cast and the characters is different. Most of us get along really well and there are no problems, but at the end of it we're in our separate places.

"As far as Worf goes, on *ST:TNG* he was evolving into a really conscientious, smart and intelligent soldier, which is what I want him to be. They've taken him in a different direction on *ST:DS9*. He's kind of off-kilter. He's been thrown for a loop. He's gone from this path he'd chosen for himself to being put into a position where he's now working with aliens (like the Ferengi), aliens who would never have even been *allowed* on a starship. He's basically not handling it very well, and that's where we are as the fifth season begins."

When an actor is selected to play a role on a new series, he or she is generally breathing life into someone else's creation. Worf, for example, was the brainchild of Bob Justman and Gene Roddenberry, who felt it was important to demonstrate that in the years between *Star Trek* and *ST:TNG*, Starfleet had changed enough to invite former enemies into its ranks. After a period of time, as little as a year if an actor clicks in a role, the actor becomes the driving force behind the character. When one actor then plays

Right: *Worf is as happy as a Klingon can be to be reunited with his* ST:TNG *crew mates in* Star Trek: First Contact
Below: *Disguised as... a Klingon in* Apocalypse Rising
Below right: *Fight to the death - a renegade Jem'Hadar meets more than his match in the fatal partnership of Dax and Worf*

the same role for years, or, in Dorn's case, a decade, the character essentially becomes the property of the actor.

It's no surprise then, that Dorn, who happens to know his Klingon history inside and out, fights for his character whenever he deems it necessary. During the filming of *Star Trek: First Contact*, Dorn didn't feel comfortable with a line Worf had to deliver. So, he met with the writers and Executive Producer Rick Berman, and the line was altered a bit. The same kind of thing occurs on *ST:DS9*. "I've been a real bear when it comes to those things, especially with the producers. I'm making calls all the time, talking about what Worf would and wouldn't do," he says. "I've been extremely vigilant. On *ST:TNG*, luckily, they were pretty close to Gene Roddenberry's and my vision of what the character should be. It was a little bit difficult at first on *ST:DS9* to show them, 'This is not what Worf would do, this is not what Worf would say,' because they haven't really written for the character. So, it was a little difficult at first, but we're coming to a meeting of the minds."

"To be in make-up for 10 years, that's something I never thought I could do. But I've survived it and I'm still here."

All in all, though, Dorn is in no doubt as to continuing the role of Worf and joining the cast of *ST:DS9*. "It was the right decision," he stresses, with no hesitation in his voice. "I think it's the same thing for me as it is for everybody behind the camera who also worked on *ST:TNG* and has

Michael Dorn PROFILE

BIRTHDAY: 9 December

Selected Credits:

TELEVISION

Days of Our Lives (1965) – Jimmy
CHiPs (1977) – Officer Jeb Turner
Star Trek: The Next Generation (1987-1994) – Lieutenant Worf
Dinosaurs (1990, voice) – Solomon The Great & WESAYSO Commercials
Gargoyles (1994, voice) – Coldstone
The Outer Limits (1994)
Star Trek: Deep Space Nine (1995-1996) – Lt. Commander Worf

FILMS

Jagged Edge (1985) – Dan Hislan
Rocky II (1979) – Bit
Demon Seed (1977) – Bit
Star Trek VI: The Undiscovered Country (1991) – Klingon Defense Attorney
Star Trek: Generations (1994) – Worf
Timemaster (1995) – Chairman
Amanda & the Alien (1995, TV) – Vint
Star Trek: First Contact (1996) – Lieutenant Commander Worf

"I've been a real bear when it comes to those things, especially with the producers. I'm making calls all the time, talking about what Worf would and wouldn't do"

been involved in *Star Trek* for all these years. It's become more of a career, more of a profession. It's hard to explain, really.

"One of the reasons I came back was that [*Paramount*] addressed a lot of my concerns about where my career was heading, in terms of things they could do for me and things they could offer me. I'm part of the *Paramount Pictures* family, I guess, and that has been a surprise, something I didn't expect."

At the time of this interview, filming had just begun on the fifth season of *ST:DS9*. Still, Dorn offers a brief preview of what Trekkers can expect. "The first episode is essentially the conclusion to *Broken Link*, which was the final episode of last season. It's a Klingon episode, but Worf really isn't doing much.

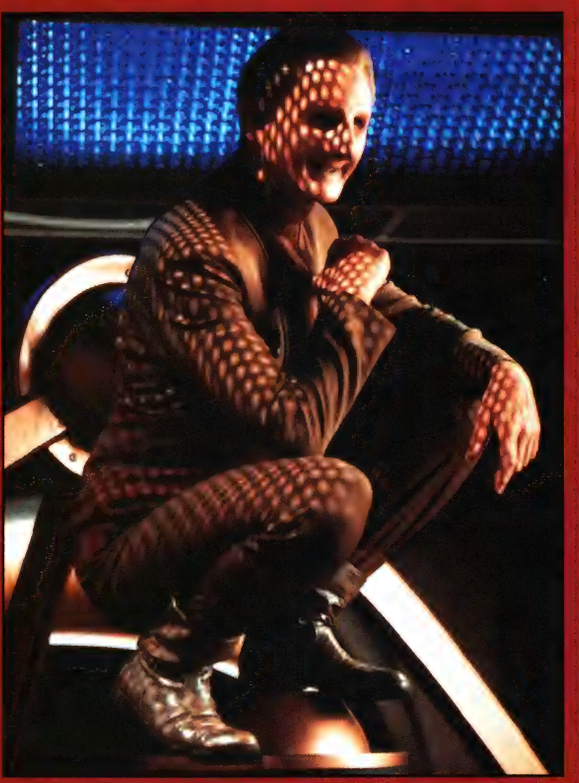
"The second show is Worf, *Dax* (Terry Farrell), *Sisko* and *O'Brien* (Colm Meaney) on a Jem'Hadar ship," Dorn reveals. "We're trapped and we're in danger." So, I'm in it a lot, but it's not really a Worf episode. The third show is a Cyrano de Bergerac story with Worf, Dax and Quark (Armin Shimerman), where we finally see something happen between Worf and Dax. We don't know yet if we'll be together after that, if we'll be an item, but it's a fun idea. I've heard we may do another show about us later on, where we go off to some planet, but I don't know. Anyway, that's all we're up to so far."

Whenever he has some free time on his hands, Dorn seems to immediately fill it, sometimes with work and sometimes with everyday living activities. Recent projects for the actor include roles in such US made-for-cable TV Movies as *Menno's Mind, The Time Master* and *Amanda and the Alien*, a part as an astronaut in an episode of *The Outer Limits* revival series, and appearances in such CD-ROM games as *Mission: Critical*. Dorn also lends his voice to numerous commercials heard on US television and a variety of animated series, among them *Gargoyles*, launching soon in the UK on GMTV, and *I Am Weasel*. When he's not working, Dorn can be found relaxing at his Los Angeles home, catching up with his friends (on the day of this conversation, he'd just returned from having breakfast with Brent Spiner), or piercing through clouds as the pilot of his very own F-86 jet plane.

Of course, Dorn's most recent professional – and non-

Above left: *Seasons come and seasons go, but Worf's temperament remains a constant*
Below: *Spilling Gowron's blood proves a disappointment to Worf in* Apocalypse Now

Shape-shifting into the Future



***Star Trek: Deep Space Nine* Executive Producer Ira Steven Behr takes time out of his busy day to talk to Lou Anders about upcoming episodes of season five**

"Obviously you can expect wonderful things," answers Behr, when asked what *Star Trek: Deep Space Nine*'s fifth season holds in store. "Right off hand, you can expect to see the conclusion to the season ending semi-cliff-hanger, *Broken Link*. It's not really a two-parter, but obviously we left the audience with a revelation that we need to deal with right up front. So you will see the Gowron changeling dealt with in the opening episode. You will also get to see a number of your favourite characters in Klingon make-up, as they penetrate the very heart of the Empire to find the Klingon changeling and eliminate him however possible. So that will be a fun episode."

Behr also says that they plan to bring back several familiar sites and places. "We're going to see *Grilka*, the woman Klingon from *The House of Quark*, return in an episode, and an episode that will advance the Dax/Worf relationship to places that it has not gone as of yet. In the fourth season, we've been teasing that relationship along. Well, we're going to put that into hyper-drive and see where that takes us.

"We're also going to return to Risa [the recreation planet seen in *Captain's Holiday*], which is something that people have been talking about. Risa always seems to show up in balloting by the fans as one of the most popular locations in the Federation. We've only been there once, believe me I know, though we've mentioned it, and *ST:TNG* has mentioned it. We're going to go back there and do an interesting show that will examine the whole Risian philosophy and, in that way also, the Federation philosophy to an extent."

Leaving behind specific episodes, Behr talks a little about general directions that will be explored in season five. "Obviously we have a lot of things on the table that have to be dealt with. *Odo*'s lack of shape-shifting, that will play out for quite a while this season. He will not be getting his powers back as quickly as some people maybe think he will. Then again, he might be getting them faster than other people think he will. I don't know how fast. I'm assuming a lot about what people think about how fast he's going to get his shape-shifting powers back."

*"There will be a **major**, major shift in the make-up of the series' background..."*

There will also be some big changes for *Jake Sisko*. "Jake is going to move out of his quarters, most likely. *Nog* is going to come back. We're going to take the Nog character places where we've never taken him. We're going to take the *Dukat* character places where he's never been."

Behr decides to wrap up his preview with a very enticing bit of information. "Here's a little tease," he says, with an evident degree of relish. "There will be a *major*, major shift in the make-up of the series' background around mid-season. We will be going into a new phase of the show in terms of the political alliances. It will be interesting!" ■

"[Worf's] role in the film is basically something he was cut out for. He is just out there, in a dangerous situation, and he's fighting his tail off."

ST:DS9 – exploit of interest is a little something called *Star Trek: First Contact*. "Worf comes over from *Deep Space Nine* in the *U.S.S. Defiant*. He's in the middle of a battle and they beam him over to the *U.S.S. Enterprise* just before he can destroy himself and the ship," Dorn says, laughing. "His role in the film is basically something he was cut out for. He is just out there, in a dangerous situation, and he's fighting his tail off. He's beating the hell out of the *Borg*. Plus, there are moments where he gets into head-to-head confrontations with Captain Picard (Patrick Stewart). That's good. It shows the characters in a different light than we've seen them before. I'm very happy with what I got to do in the movie. Jonathan (Frakes) did a great job directing it and I think people will *really* enjoy it."

As the conversation nears its conclusion – which it must because Dorn has to leave momentarily to tape a few voice-over lines for one of the animated programmes mentioned earlier – it turns to the future. The actor has already invested 10 years in *Star Trek* and it looks as if he could be part of that universe for a long time to come. It's not a prospect that scares him. "I'm really looking forward to doing more *ST:TNG* films. We definitely have one or two more to go, I would think.

"I don't know what my career will do, how it will go this year, but because of *ST:DS9* and what it's given me, hopefully the career will really take off," Dorn says. "So, let me put it to you this way. I'm really looking forward to this year of *ST:DS9* and to whatever happens on the show, for Worf and for me.

"*Star Trek* has always been very good to me and I'm always surprised by the things that happen. So, I'm sure more surprises are in store." ■

DORN'S DELIGHTS

Michael Dorn has had his moments to shine as Worf on both *Star Trek: The Next Generation* and *Star Trek: Deep Space Nine*. Asked to comment on which episodes of the two series best epitomised what Worf was all about, Dorn pauses for a long while. "From all the episodes that we've done over the years?" he wonders. "Yes," he's told. "That's different from 'What are my favourite episodes?'" he remarks. "Hmm."

Again, there's a lengthy pause.

"For Worf on *ST:TNG*, *Heart of Glory* was one of the first episodes that prominently featured the character," he notes. "That was a pretty good show. In fact, it was one of the best because we got our first background about Worf's history and what had happened over the years with the Klingons and the Federation. I'm personally fond of it because it was one of the first ones in which I got a lot to do as an actor on the show. I got to show the producers what I could do. The two episodes with Suzie Plakson as K'Ehleyr (*The Emissary* and *Reunion*) were probably the best ones in terms of epitomising Worf and his growth and who he is.

"On *ST:DS9*, I think I'd have to go with *The Bar Association*. That was the one where Quark's workers at the bar went on strike. Worf was not even the A-story in that one, but in that show Worf basically realised that being on the space station had really dulled his edge. He didn't quite fit in with everyone else and he was uncomfortable around all of these people. So, Worf came to the decision that he had to go over to the *U.S.S. Defiant*, live there and be pretty much celibate, sequestered away from all of the craziness that's going on on the space station. I thought we really got to see a side of Worf that we hadn't seen in a while, which is always a good thing."

Talking Technobabble

Although *Jadzia Dax* has the knowledge and experience of several lifetimes, Terry Farrell believes that the character still has a lot of unexplored potential. With shooting underway on *Star Trek: Deep Space Nine*'s fifth season, Farrell explains her feelings to David Bassom.

Terry Farrell has come a long way since she won the role of Jadzia Dax in *Star Trek: Deep Space Nine*. "I was so freaked out then," she recalls. "I was the last one hired and all I had was technobabble in my first scene. Ops is a huge stage and when I got there, it was like, 'Terry, walk around Ops and deliver this endless technobabble speech'. I was so nervous, I couldn't speak! Then, every time I had to re-shoot the scene, I felt even worse because I knew that everyone must have been thinking, 'They hired *her*?'

"I honestly thought I would be fired after *Emissary*," she admits. "I thought I would be an alien for 10 minutes and that would be it!"

Despite the stress and strain surrounding her debut on *ST:DS9*, Farrell soon fell in love with her role as Jadzia Dax, the series' 350-year-old *Trill* science officer, and has slowly become accustomed to delivering the character's technobabble. Farrell feels that she has grown as an actress since beaming aboard the station, and also senses that the show has constantly improved during the course of its four-year run.

"The fourth season was definitely our best year so far," she says. "I think everyone working on the show – the actors, the writers, the producers – really hit their stride last season and delivered some great stories, like my episode *Rejoined*. Worf's introduction to the series was great because Michael [Dorn] is one of my best friends and his character seems to fit in very well on the station... actually, I think Worf has become our good luck mascot! So things are looking good for our fifth year."

Asked if there is anything she would like Dax to do in *ST:DS9*'s latest season, Farrell is full of ideas and suggestions. "I wouldn't mind having a real romance," she reveals. "All the romances Dax has had so far in the show have been by default; she's kissed *Doctor Bashir* a couple of times, she's been briefly involved with people in *Meridian* and *Rejoined*, and she has this flirtatious relationship with Worf, but I'd like to have a proper, *lasting* romance.

"I think it would be nice if they did more with the relationship between Dax and Sisko," she continues. "Dax was his mentor in her last life, but they let that go after the first couple of episodes of the show. I don't understand why Sisko never asks me any questions. He normally turns to *Kira* when I was his mentor in my last life and have several lifetimes of experience behind me! There was also this idea that Sisko was attracted to me but felt uncomfortable with it, because of his relationship with *Curzon Dax*. I thought that was a very interesting idea and it's a shame that the writers dropped it."

"I wouldn't mind having a real romance..."

The actress hopes that Dax will continue to play a leading role in *ST:DS9*'s action sequences and would also like to see more of the Trill's wry sense of humour. However, if she was granted just one wish, then Terry Farrell would chose to have Jadzia Dax's long-lost science office make a return appearance.

"My science office blew up in the second season and we haven't seen it since!" she laughs. It's really irritating to look up once in a while and say, 'That prop used to be in my science office! Where's my science office?'" ■

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Tattoos Trib Timber Wo

He's a Native American who embraces 24th Century technology whilst trying to preserve his cultural heritage. He's a graduate of Starfleet Academy who joined the Maquis to protect his people from the *Cardassians*. And he's second-in-command aboard the *U.S.S. Voyager*. David Bassom talks to Robert Beltran about life as *Commander Chakotay*...

On reading the script for *Star Trek: Voyager's* feature length pilot, *Caretaker*, Robert Beltran vowed to win the role of the *U.S.S. Voyager's* first officer, a Native American named Chakotay. "I felt that he was a very intriguing character and I knew I fit his description pretty well," he explains. "It was a good match for me physically and personality-wise. I had never seen a *Star Trek* film or a *Star Trek* series and I'm not a science fiction fan, but I read the script straight through thinking that Chakotay would be right for me, and I went into the audition with a lot of gusto. I think my enthusiasm came over and the producers could see that right away."

When speaking to Beltran, it quickly becomes obvious that the Mexican actor does indeed share many of Chakotay's characteristics, including his remarkable composure and wry wit. "We both seem very calm on the outside," concedes Beltran, "but, you know, there's actually a volcano underneath. Anyone who's seen Chakotay in the episode *Maneuvers* will know what I'm talking about!"

In the months leading up to the launch of *Star Trek: Voyager*, Beltran's presence in the series remained dependent on whether the producers chose to cast a man or a woman in the role of the *U.S.S. Voyager's* captain. Had they decided to appoint a male commander, then Chakotay would have been transformed into a female character. However, Beltran chooses not to think about the possibility of losing his prestigious role in *Star Trek: Voyager* and feels that there was just one issue that generated any significant concern.

"The only real pressure came from whether or not we were going to live up to our predecessors," he explains. "Over the years, the *Star Trek* shows have all been great successes, so we had a lot to live up to. Fortunately, when they cast Kate [Mulgrew] as the captain, we all became very hopeful that we could keep up the tradition because we knew we had such a good cast.

"Our cast are all really fine, fine actors," he continues. "Any one of them could carry an episode and do a great job. So I think we were all apprehensive about whether or

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not we would measure up to our predecessors, but at the same time, we were confident that we could do it."

Ever since their very first adventure, the cast of *Star Trek: Voyager* have been praised for their easy-going camaraderie, which is frequently likened to that of the original *Star Trek* cast. Beltran is pleased to report that their chemistry came quite naturally and is just as warm behind the camera.

"The camaraderie sort of just fell into place," he says. "That's probably due to the producers, who must have been aiming for that kind of chemistry when they cast us. I think our camaraderie stems from the fact that we really enjoy working together. We like each other and we really do care about each other personally.

"It's a cliché that I've always heard in the business, but I've never been as close to another ensemble as I am on this show. Nine people have come together and become a family – that's truly what's happened with us. We really do have a lot of fun together."

The actor is quick to praise Kate Mulgrew for nurturing the cast's friendship. "If we had a captain who was not as warm and as giving and as open as Kate, it would be totally different," he states. "The captain sets the tone and Kate is the one who has allowed the cast to become a family because she's very down to earth; she loves to laugh and have fun."

Although the title 'Captain Chakotay' has a certain ring to it, Beltran has no aspirations to ever assume command of the *U.S.S Voyager* on a permanent basis. "The focus of our

Eye Of The Hurricane

"I think we have a uniformly gifted company of actors, but we have yet to find our theme," says Kate Mulgrew (Captain Kathryn Janeway), speaking rather frankly about the strengths and weaknesses of *Star Trek: Voyager*. "I would say the exploration of science will be the winning ticket here. There should be a level of unpredictability and mystery and suspense. We need to take it one step further and make space so delicious, so provocative, so interesting to people who don't even regard themselves as interested in space, to make it a bit like we all felt when the first astronauts walked on the moon."

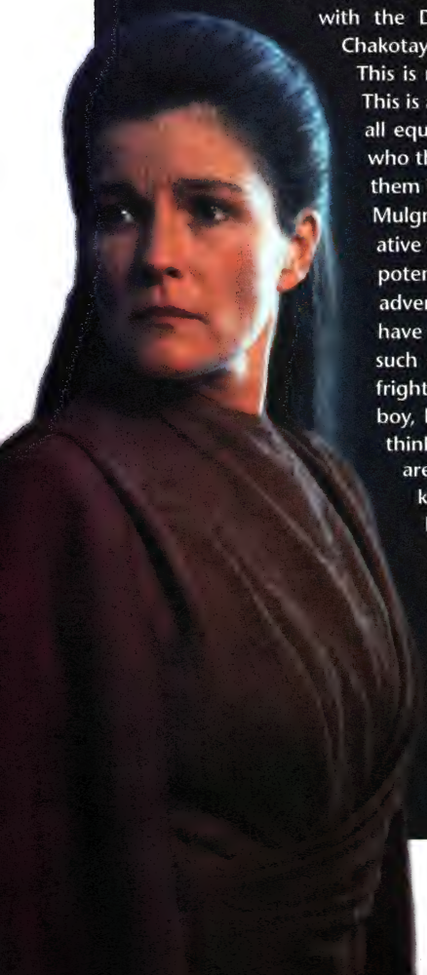
Mulgrew says that *Star Trek: Voyager*'s third season is an important one. "I feel that it's a watershed year, I'll tell you that. I think changes are necessary this year, and this year we must see them."

For her own part, Mulgrew plans to take her character to hitherto unseen levels. "I want to take some real risks with her. I mean that as an actress, not as a character. I want to take her much, much deeper. I want to find a level of composure in this captain that will be a big surprise. Composure and, I would say, deadly courage, out of which will come her ability to act quickly and astutely under circumstances that would make grown men cry.

"She has to be the eye of the hurricane; and around me I would like to see, for lack of a better word, the passion of my colleagues brought to the fore. We have a superb actress in Roxann Dawson, for instance. She's half-Klingon. I really want to see that Klingon. I want to *see* that Klingon. Let's see the Maquis in Chakotay. What would happen if he countermanded my orders for some reason? Let's see it. Let's *see* it. These dynamics must now be exposed to the audience. The audience deserves them, and they need them now. These dynamics will act as the yeast."

The captain is the most important role on a *Star Trek* series. It also seems to be the role for which the writers have the hardest time finding a voice. In both *Star Trek: The Next Generation* and *Star Trek: Deep Space Nine*, it wasn't until the third season that they really started letting the captain off the bridge. "I'd like to see much more physical bravery," says Mulgrew. "She's an active verb, Janeway. She's not sedentary in any way. Her control notwithstanding on the bridge, which is imperative to the success of the ship, her instinct is to go with the away team, to be the first to confront the alien species, to be the first in the melee.

"I see her at a fast clip, this woman. She moves quickly. She laughs a lot, which we haven't seen. I want to see *more* of that laughter, and I want to see more of her interior life, which we haven't seen. Her love of Opera. Her relationship with the Doctor should be explored. Her relationship with Chakotay, who of them all is the one she would lean on most. This is not the Janeway show. This is not the Doctor show. This is a show about nine people. We must care about them all equally. In order to care about them, we have to know who they are. The only way to know who they are is to see them in their relationships with other people."



Mulgrew contends, and she believes that the entire creative team at *Star Trek* agrees, that in order to bring out the potential of these relationships the crew needs to face adversity together on a hitherto unseen level. "The stakes have to be raised. We need now to encounter enemies of such ferocity, enemies who in fact are quite lethal and frightening. Enemies that you would watch and say, 'Oh, boy, how are they going to get out of this one?' I don't think the Kazon hit the bill. I think that they [the writers] are really going to try to find a species or two who will knock us out. I don't think we've really seen an alien leader of such insidiousness that it would make Janeway herself really pale. We need to see that. And the laughter among the crew. The Human frailty among the crew. That's what draws an audience. Isn't somebody going to fall in love? Isn't somebody going to fall down?

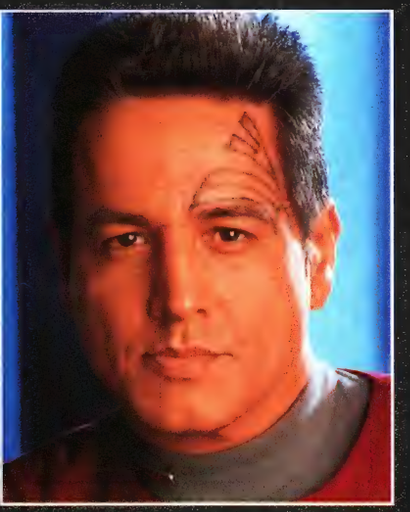
"Somebody should slip on the banana peel. Somebody should cry. Somebody should laugh. Somebody should dance. I mean, all that has to happen." ■

Interview by Lou Anders

"Over the years, the* Star Trek *shows have all been great successes, so we had a lot to live up to."

show revolves around a female captain," he explains. "I think that's what makes our ensemble unique. If we were to have a male captain, he would immediately be compared to Patrick [Stewart], Avery [Brooks] and Bill [Shatner]. I wouldn't be afraid of being captain, but I think Kate at the helm helps to make our show unique. So I'm happy being Commander Chakotay."

Robert Beltran PROFILE



BIRTHDAY: 19 November
BIRTHPLACE: Bakersfield, California

Selected Credits:

TELEVISION

Murder, She Wrote (1983) - Frank Garcia
Murder, She Wrote (1984) - Father Michael
Streethawk (1986)
Miami Vice (1986)
Midnight Caller (1987)
Veronica Clare (1991) - Duke Raydo
Lois & Clark: The New Adventures of Superman (1994)
Models, Inc. (1994) - Lt. Louis Soto

FILM

Zoot Suit (1981)
Eating Raoul (1982) - Raoul
Lone Wolf McQuade (1983) - Kayo
Night of the Comet (1984) - Hector
The Mystic Warrior (1984) - Ahbleza
Calendar Girl Murders (1984) - Mooney
Latino (1985) - Eddie Guerrero
Slamdance (1987) - Frank
Gaby: A True Story (1987) - Luis
Scenes from the Class Struggle in Beverly Hills (1989) - Juan
Forbidden Sun (1989)
To Die Standing (1990) - Lt. Delgado
El Diablo (1990, TV) - El Diablo
Pastorela, La (1991, TV) - Luzbel
Kiss Me a Killer (1991) - Tony
Chase, The (1991, TV) - Mike Silva
Bugsy (1991) - Alejandro
Stormy Weathers (1992, TV) - Gio
Shadowhunter (1993, TV) - Frank Totsoni
Rio Shannon (1993, TV) - Tito Carson
State of Emergency (1994, TV) - Raoul Hernandez
Nixon (1995) - Frank Sturgis

THEATRE

A Midsummer Night's Dream
Henry IV
Stars In The Morning Sky
La Pastorela
Corridos

HOBBIES

"I love music and literature. I play guitar a little bit. I like sports and I like travelling. My theatre company, the East Los Angeles Theater Group, is very dear to my heart and takes up a lot of my time."

For Beltran, one of Commander Chakotay's most appealing qualities is his deep spirituality. While most of *Star Trek*'s leading Human characters appear to be atheists and accept science over religion, Chakotay maintains his Native American beliefs and actually uses science as a means to practice his traditional rituals aboard the starship. For example, he has a 'spirit guide' – a Timber Wolf – who appears to him in dreams and visions to help him make decisions.

"Chakotay's spirituality is one of the things that makes him a unique character in *Star Trek*," says Beltran. "Very few *Star Trek* characters had spiritual beliefs; the only one I can think of is Spock, who had a serious kind of spirituality about him, but that wasn't necessarily a Human spirituality. Chakotay's spirituality certainly makes him stand out a little in a science fiction series like *Star Trek: Voyager,* because the show is heavy on scientific beliefs and scientific jargon. I think it works very well."

If Chakotay's spirituality is the most distinctive trait, then the character's tattoo must be his most obvious physical aspect. Beltran spends around 20 minutes a day in the make-up chair having the marking painted onto his face and is quite glad that the design isn't any larger. However, the actor admits he frequently forgets the tattoo is there and appreciates that there is a strong possibility he might go home one day still wearing it... "There's always that risk," he laughs. "but I could probably drive home with the tattoo and not get a second look in LA!

"Before we started work on the show, [make-up designer] Michael Westmore did about 10 different designs of the tattoo and, thankfully, they came up with the one you can see today. I think the tattoo is very nice. It fits well to the contour of anybody's face. I've actually met some people at conventions who have got tattoos based on it!"

However, Beltran has an essential piece of advice to any Chakotay fans thinking of having a tattoo in honour of their hero. "Use a crayon or some washable paint and wash

This special feature – being so packed full of information and pictures, allowed us no room for captions. We have therefore decided to offer a prize to the first reader to write in with the correct titles of the episode shots. Send these to: 'Captions Comp.' (STM20) at the STM *offices.*

HOLOGRAPHIC HOPES

In the two years since *Star Trek: Voyager* thrust viewers into the Delta Quadrant, none of the *U.S.S. Voyager*'s crew members have experienced more character development than its Emergency Medical Program, the unnamed holographic Doctor. Robert Picardo has been both surprised and delighted by the way the show's writers and producers have brought the Doctor to life and hopes that the futuristic software package will continue to evolve in *Star Trek: Voyager*'s upcoming third season.

"Someone said to me at the end of the first season that the audience understood the Doctor – who he was and his function in the show – the best out of all the cast," the actor explains. "I was very flattered by that, and I also found it incredibly ironic, because at the end of the pilot [*Caretaker*] he was the most undefined character in the show, not only with the audience but also with myself! I was really quite in the dark when I started shooting *Star Trek: Voyager* as to what the character was going to be and how I would function dramatically in the show, so I'm more than happy that the writers have come up with such wonderful things for me to do."

Picardo cites the first season instalments *Heroes and Demons* and *Projections* as the Doctor's finest outings to date, and is really looking forward to two upcoming third season episodes he's been told about by the show's producers.

"We're doing an interesting Alzheimer's analogy which I'm very excited about," he reveals. "The holographic Doctor was designed only for emergency use, but is being used on a full-time basis. Consequently, he is filling up all of his available memory and is literally reaching his full capacity. In this episode, we learn that he won't be able to function as a Doctor anymore unless we jettison some files. So, he basically has to surrender all of his relationships with the crew in order to maintain the important stuff – the medical skill and knowledge he's designed to provide.

"It's a very interesting script idea, where we will see the Doctor really virtually going back to when he was first activated and losing his relationships with his shipmates. Now this could always change, but I'm very thrilled by the analogy with an obviously readily identifiable Human condition and it should be a very exciting story.

"They also have a comic story in mind in which some alien computer hacker hijacks the holographic Doctor's program and actually steals him off the ship! He's held hostage with a zany alien family, which should be fun."

As if the thought of those two episodes weren't enough to tantalise fans of the Doctor, there's also the prospect of seeing the holographic healer singing! "That came from a wild suggestion of mine that was taken seriously," says Picardo. Next season, the Doctor will be singing opera on the holodeck!

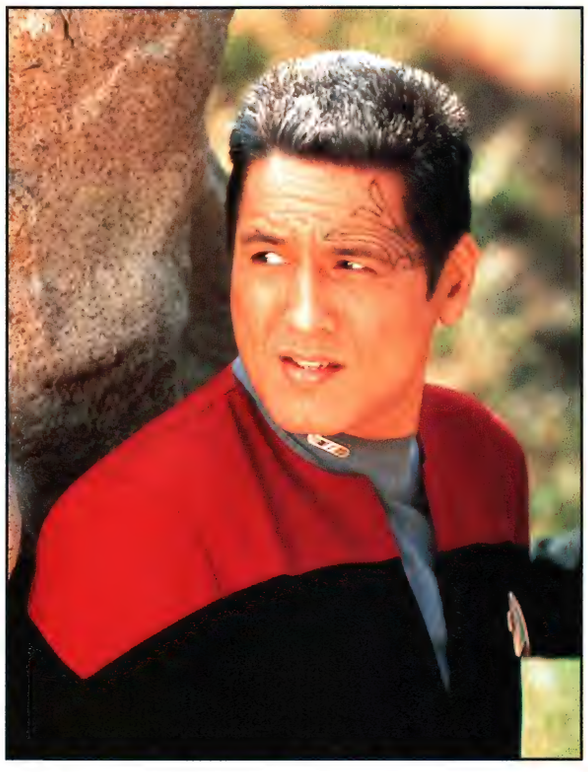
Does that mean that Picardo might follow in the footsteps of his fellow *Star Trek* actors William Shatner, Leonard Nimoy and Brent Spiner and record an album? "I know we're never supposed to say never but I really can't imagine that," he replies. "I don't take my singing that seriously, I sing mostly for amusement, for comic purposes, so I can't see that happening.

"I suppose one day I could release an album, the multi-talented performer adds with a wry smile. *101 Thoughts For The Day By Robert Picardo*. It has a certain ring to it, dont you think?"

Robert Picardo doesn't expect his character to receive a permanent name for some time to come because "the writers love the idea that a computer program can be indecisive and can't make up its mind". However, he does hope to direct an episode of *Star Trek: Voyager* in the foreseeable future and would also love to guest star in an episode of *Star Trek: Deep Space Nine*.

"The holographic Doctor is a standard piece of equipment," he explains. "He's just like a fire extinguisher or an air bag in a car. So there's no reason at all why they wouldn't have one on the *U.S.S. Defiant*. I think they should feature the Doctor in *Star Trek: Deep Space Nine*. Or they should have his creator, the holo-programmer Doc Zimmerman, visit the space station. I know that's been talked about and I think it's a great idea!"

Interview by Dave Bassom



it off at the end of the day," he states. "Don't get a real one!"

During its first season, *Star Trek: Voyager* had to establish its nine leading characters as well as its style, format and a whole new galaxy to explore. Faced with such an enormous task, it was perhaps inevitable that the show neglected a few of its characters. Commander Chakotay was arguably the most obvious casualty of the season and emerged from *Star Trek: Voyager*'s first year as one of its least developed characters. However, Chakotay's fortunes changed dramatically in the second season, when such episodes as *Initiations, Tattoo* and *Maneuvers* turned the spotlight on the *U.S.S. Voyager*'s stoic first officer.

"I definitely think that they have started to write better stories for my character," says Beltran. "The writers are learning there are certain things that I will do to mould the character the way I want him to go, and there are certain

KES: THE CONTINUING VOYAGES

"It would be nice for Kes to continue to learn about medicine and advance her medical career as far as she can," says Jennifer Lien of her hopes for her *Ocampa* character, Kes, in season three. "Obviously, becoming a nurse or a doctor isn't something that happens right away, so Kes can continue her training during the course of the show.

"It would also be interesting to explore Kes' relationships with members of different species and with other characters on the show," she adds. "And I think it might be really nice to go on more away missions – it would be good if Kes got out and about more and didn't spend all of her time standing around operating tables!" ■

"I think the tattoo is very nice. It fits well to the contour of anybody's face. I've actually met some people at conventions who have got tattoos based on it!"

things I can't do. It's a good compromise between myself and the writers. I think we're capturing what I want to do with the character."

Commander Chakotay is, of course, just one of the many characters Robert Beltran has brought to life during the past 15 years. A graduate of Fresno State College, Beltran began his career on the stage and earned his first

VULCAN VISIONS

After finally landing the part of *Star Trek: Voyager*'s resident Vulcan, Tim Russ (*Tuvok*) says there wasn't time to rest on his proverbial laurels. Expectations for the new series were high, which meant a great deal of pressure on its cast. "Those first days were like, 'I've got to get this scene right, I've got to make it play.' The anxiety factor that was built into it for all of us was the fact that 'You've got the part,' but we also knew that in the first week of shooting, they're either going to tweak that performance or they're going to replace it. If anything was going to happen, it was going to happen in that first week. You weren't guaranteed until you got on film, someone saw you in dailies and gave you a thumbs-up. That's when you know you're home, so the anxiety factor had to do with that."

In spite of the pressure, every member of the *ST:VOY* cast knew they wanted the series to be something special. "We all wanted the pilot to be successful," says Russ. "We wanted the job, and certainly didn't want the show to go down, so we all knew we were going to pitch in. I've only gone to the producers a couple of times to battle over character concepts – how Tuvok's portrayed, what they have him doing – because they were inconsistent, in my opinion. To me, that is worth raising hell. It's not about money or how big your trailer is, it's about your character and his integrity.

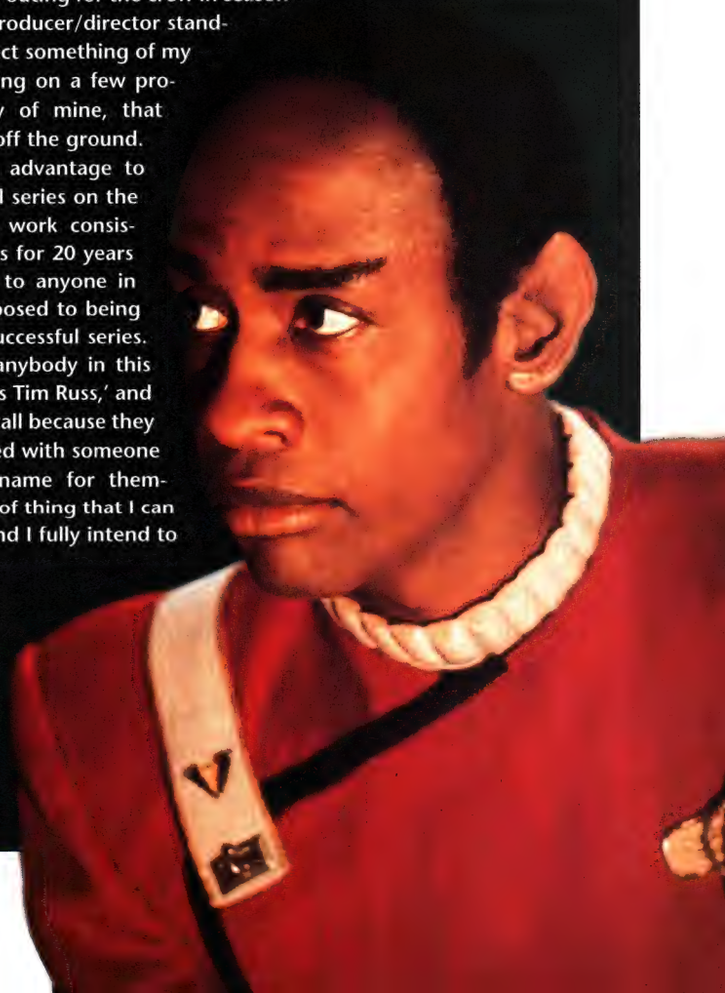
"I think some of the other actors, because they're playing new characters that are still being developed, do not have that obligation to their characters. They're still creating certain elements, so they only have certain Starfleet parameters to follow. Often, they don't even know what they are, so that gives them a little more flexibility. My character is more of a problem, because it's already been determined what he's like. Because I'm playing a Vulcan, we have to work closely to certain parameters; I don't have the same flexibility."

According to Russ, the chemistry that viewers see on screen between the crew members is directly related to the way they get along off-screen. "There's a great bond between us, and the way we feel about each other is translated directly into our characters. There's a little bit of tension between Tuvok and some of the others because of what had happened before."

Looking to the future, Tim Russ hopes to use *Star Trek: Voyager* as a major launching pad for his career. "I may or may not consider directing an episode of the show down the line to get my feet wet [since this interview was conducted he will be directing one outing for the crew in season three], but from a producer/director standpoint, I'd rather direct something of my own. I'm also working on a few projects with a buddy of mine, that we're trying to get off the ground.

"There's also an advantage to being in a successful series on the air. It's possible to work consistently in Los Angeles for 20 years and not be known to anyone in the business, as opposed to being half a season in a successful series. Now I can call up anybody in this town and say, 'This is Tim Russ,' and they will return my call because they want to be associated with someone who is making a name for themselves. It's that kind of thing that I can use as a platform, and I fully intend to do that." ■

Interview by Joe Nazzaro. For info on the Official Tim Russ/Tuvok Fan Club, send an SAE to Insiders: P.O. Box 8248, Long Beach, CA 90808 USA.



A TALAXIAN'S TRAVELS

After spending eight months charting the Delta Quadrant with the cast and crew of *Star Trek: Voyager*, Ethan Phillips was hungry to explore some alien territories much closer to home. Consequently, the actor devoted much of the show's second season hiatus to a world tour which took him to numerous locations, ranging from England to Jordan.

"My wife and I went on a very long trip abroad," explains Phillips. "We spent some time in England, we took a little holiday in Paris, France, and we visited the Prince of Jordan over in Amman. He's a huge *Star Trek* fan and had invited myself and Bob Picardo to visit his country when he was on our set. It was something I would never have foreseen happening in my life, and it was quite wonderful over there."

During his expedition, Phillips attended several *Star Trek*-related events and conventions. Whenever he was asked to divulge details of *Star Trek: Voyager*'s third season, the actor would answer the fans' questions with glee. "I would always tell them, 'Well, basically everybody dies except Neelix and they retitle the show, *Star Trek: Neelix*,'" he laughs. "Each week, we follow Captain Neelix as he cruises through the Delta Quadrant!"

On a more serious note, Phillips admits that he has no idea of what lies ahead for the *U.S.S. Neelix*, but is more than happy with the way the writers have developed the character since *Star Trek: Voyager*'s debut.

"I hope that they continue to explore some of the things they initiated last year. I really like it when the audience gets to see Neelix's heroic qualities. That's why I loved the episode *Investigations*; I not only got to show a lot of Neelix's jocularity, but I also got to play the hero!"

Phillips is pleased to report that Neelix does indeed get to display his heroic qualities in at least two instalments of *Star Trek: Voyager*'s third season. One of the first episodes, *False Profit*, is actually a sequel to a third season episode of *Star Trek: The Next Generation* entitled *The Price*.

"In *The Price*, two *Ferengi* were lost in the Delta Quadrant. Well, we find those Ferengi totally and brutally dominating a planet, so I disguise myself as a Ferengi and go down to this planet to try and correct things. It was a lot of fun to do. I actually played a Ferengi before – I played *Dr Farek* in an episode of *ST:TNG* called *Ménage à Trois*, so it was funny to get the Ferengi make-up on again.

"*False Profit* was actually shot before the hiatus," he continues, "but Neelix also gets to play the hero in an episode we've just shot. He doesn't have a lot to do in it, but he does rescue *Tom Paris* and *Harry Kim* and kind of saves the day."

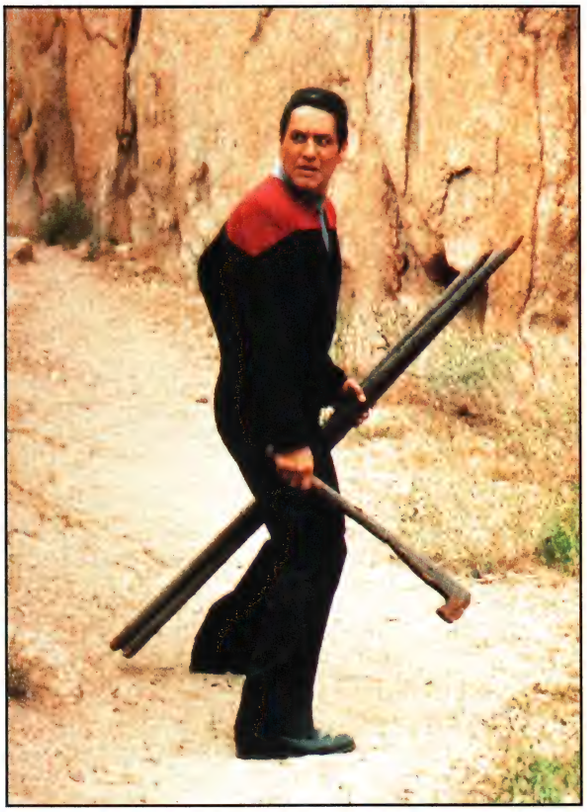
Besides his burning desire for *Talaxian* heroics, Phillips would also like to spend more screen time with members of the *Star Trek: Voyager* cast Neelix isn't normally seen with. "It was cool to work with Robby [Duncan McNeill] in *Parturition*," he recalls, a feeling echoed by his fellow actor elsewhere on these pages. "We don't normally get to spend that much time working together, so it was really good fun."

One aspect of Neelix's character Phillips expects to see less of this season is his possessiveness towards his *Ocampa* girlfriend, *Kes*. I think they've started to play that down," he says. "I think that they've explored that as much as they wanted to. Sometimes people liked it and sometimes it made for some tedious drama, but frankly it was fun to throw that pasta on Robby in a jealous rage [in *Parturition*]. Maybe I'll get to throw something else on him this season!"

Prior to starting work on *Star Trek: Voyager*, Phillips was initially interested in playing the show's chief medical officer, the holographic Doctor, before he was advised to read for Neelix. And in a strange twist of fate, Robert Picardo originally auditioned for the role of Neelix before being cast as the Doctor. However, Ethan Phillips is proud to say that both he and Picardo are happy in their respective roles and have no intention of swapping places. "I really like playing Neelix," he says. "Bob's played a lot of Doctors and I'm glad he's playing the Doctor, because I don't think anyone could do what he's doing with the character. He's an extraordinary actor and he's made that role so three-dimensional.

"We kid a lot about the idea that he may someday play Neelix's brother, Phillips laughs. "We look a lot alike when my make-up is off and we could pass as brothers, so that would be a lot of fun to do!" ■

Interview by David Bassom



"I relish the moments when I get to shoot at or hit someone – I love doing the more physical action."

taste of fame in the cult comedy *Eating Raoul*. The actor subsequently starred in a wide variety of theatre and screen productions, including two further cult movies, *Scenes From The Class Struggle In Beverly Hills* and *Night Of The Comet*. Beltran is well aware that he is no stranger to cult classics and acknowledges the fact that *Star Trek: Voyager* might be considered his biggest cult hit to date.

"I'm not sure if it's fair to call *Star Trek* a cult hit because it involves so many millions of people," he muses. "It's more like a cult movement than a cult hit! But I guess there are similarities between cult films and *Star Trek*; they both have an incredibly loyal following and really do have lives of their own. The main difference is that when you do a film, you don't go into it knowing it's going to be a cult hit. Sometimes, you can see that a television show will

"Chakotay's spirituality is one of the things that makes him a unique character in Star Trek.*"*

have a cult following."

In the past two years, Beltran has gained a strong insight into the *Star Trek* phenomenon. Naturally, he has been exposed to a lot of theories about its enduring appeal, and has reached his own conclusion about the franchise.

"A lot of people say that the key to *Star Trek*'s success is its positive view of what the future holds for mankind," he says. "Personally, I feel *Star Trek* continues to be popular because it presents good stories and interesting characters, and explores the unknown. Anyone watching a *Star Trek* show can really let their imagination go wild."

Beltran was initially apprehensive about attending his first *Star Trek* convention, but realised that the key to enjoying them was honesty. "At first I wasn't quite sure what to say," he explains, "but I realised that the best thing

HERO AT THE HELM

If time flies when you're having fun, then Robert Duncan McNeill (*Tom Paris*) must be having a truly exhilarating voyage through the Delta Quadrant. "I can't believe we're in our third season," the actor says. "It seems like we just got started! I've learned so much about making television – about acting and about directing – that I hope we go on for many more years. I feel there's a lot left in *Star Trek* for me to explore.

One of the biggest challenges McNeill faces whilst working on *Star Trek: Voyager* concerns the portrayal of his rebellious character. During the show's first two seasons, the actor soon discovered that it was *extremely* difficult to demonstrate Paris' rebellious nature without making him an unlikeable and unsympathetic individual. Although the producers' initial solution to this problem was to tone down the character's rough edges, McNeill is confident that Tom Paris will learn to use his unruly qualities for the greater good and emerge as a charismatic rebel with a heroic cause in *Star Trek: Voyager*'s third season.

"This season, we're going to explore Tom Paris' heroic, bend the rules sort of qualities," he explains. "Paris has a troubled past and some rough edges but beneath it all, he's a good guy. So we're going to have him take some chances and maybe break the rules a bit, but ultimately he'll prove his worth as a hero, in the classic hero kind of mould. I think I'll have a lot of opportunities to show that side of Tom Paris this season, which will be great."

As well as Paris' heroic side, upcoming adventures will also showcase the character's romantic qualities, which have largely been neglected since *Star Trek: Voyager*'s first year.

"When the show first started," recalls McNeill, "a lot of people in the audience saw Paris' romantic side and thought, 'Oh no! That's not a very attractive quality in a *Star Trek* character'. As a result, the writers and producers almost went in the opposite direction with him; I think I've had about one love interest in the past two seasons, and the Doctor's had about five! So I think we'll try to explore the romantic side of Tom Paris – quite possibly with B'Elanna Torres. He's also going to have a couple of romances with aliens, which will be fun.

"The important thing is that they're not going to make Tom Paris a cad," the actor adds. "Paris genuinely enjoys female company and really falls in love with these women. He's *not* just in it for himself."

While McNeill has been impressed by everything he's heard about *Star Trek: Voyager*'s third season, he would like to see more stories which team Paris up with the *U.S.S. Voyager*'s resident Talaxian, Neelix (Ethan Phillips). "I think Neelix and Paris are a really odd couple and make for some really interesting stories. Ethan Phillips and I really get along well outside the show, so when we did the episode *Parturition*, it was really nice to get an opportunity to play around for a whole episode together."

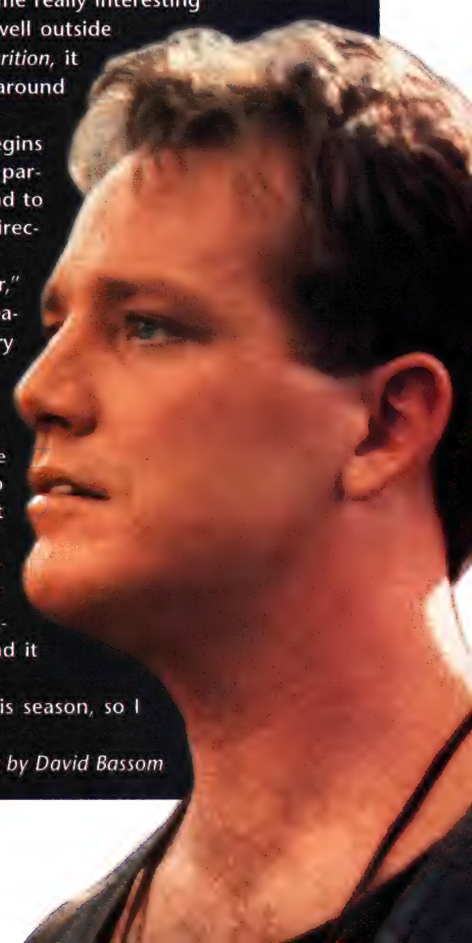
When *Star Trek: Voyager*'s third season begins transmission, Robert Duncan McNeill will be particularly interested to see how viewers respond to the episode *Sacred Ground*, which marks his directorial debut on the show.

"Everyone seems really happy with it so far," the actor says. "We shot it at the end of last season, and I think it's a good show. It was a very tricky episode because *Star Trek* usually ends their stories with a nice moral and a nice lesson to learn, but this story explores religion and faith without offering any clear answers at the end. It kind of leaves it up to the viewers and to the characters to contemplate, and decide what they think about faith and religion.

"It's a very different kind of show for *Star Trek*. It's almost like an *X-Files* show. It sort of presents two answers – one is a scientific solution and the other is a mystical solution – and it doesn't say one way or another.

"I'd love to direct some more episodes this season, so I really hope viewers like it." ■

Interview by David Bassom



BELTRAN'S BEST

Robert Beltran offers his thoughts and feelings on Chakotay's most memorable voyages during *Star Trek: Voyager*'s first two seasons...

CARETAKER

"It was a good story and it was exciting getting into science fiction; I had never done any SF before. And it was fun because the cast came together very quickly. A lot of our crew members had worked on *Star Trek: The Next Generation* and *Star Trek: Deep Space Nine* and they all thought we came together quicker than any of the cast."

STATE OF FLUX

"That episode lets you see Chakotay's vulnerable side. Normally, Chakotay can handle anything, but he made a mistake with Seska. The episode also showed Chakotay's loyalty in that he was willing to stand by her until it was absolutely certain that she was a traitor. I think that's one of the strong things about Chakotay: he's very, very loyal and it takes a lot to shake his belief in people. That's something the writers had captured well."

INITIATIONS

"I enjoyed that one very much because there was a nice moral at the end of the story. For me, it was an interesting acting exercise. When I was reading the script, I felt that the audience would want me to act a little mad. But I wanted to bring that in and check that at every turn. Instead of just physically reprimanding him, I wanted Chakotay to face [the Kazon boy] with a little more patience and little more tenderness, and try to change him that way. Of course, Chakotay's plan didn't quite work in the end. But it was a fun relationship between Chakotay and the Kazon boy [Kar] and it revealed a lot about Chakotay."

TATTOO

"That was like a huge epic story condensed into one hour. For me, it was a very personal episode because I related to it on a couple of different levels. For example, in the episode, Chakotay says, 'I don't understand the ancient language of my people', and my Spanish is passable but I'm always revealing that I'm not yet able to participate fully in conversation with my own people. So a lot of elements of that story resonated very strongly with me."

MANEUVERS

"That was a lot of fun! It allowed me to be more physical and that's one of the things I miss doing *Star Trek: Voyager*, when we're always stuck on the bridge doing talky scenes. I relish the moments when I get to shoot at or hit someone – I love doing the more physical action. I also enjoyed the psychological battle of wills between Chakotay and Seska; I thought it was very cleverly written."

BASICS

"I don't want to give too much away in case anyone hasn't seen it yet, but I don't think anyone will be disappointed by *Basics*. It's got a great cliffhanger and it resolves the subplot concerning Chakotay and Seska's baby. I think everyone will enjoy it."

to do was just be myself."

With shooting of the show's third season well underway, Beltran is confident that the future looks bright for Commander Chakotay and *Star Trek: Voyager.* Unlike several of his co-stars, however, the actor has no ambitions to write or direct episodes, and is more than happy to leave the character's development in the hands the show's writers and producers.

"I don't really like to be a part of the overall planning of Chakotay because I'm not really familiar with the science fiction genre," he explains. "I have a lot of fun reading the scripts each week and being surprised at what they have me do. The writers and the producers have been doing this a lot longer than I have and I think it's more effective for me to just read the script and go through it and give them my opinion about different things.

"As far as the overall show is concerned," he continues, "I'm very excited about what they might come up with in the third season because the writing has improved steadily and in leaps and bounds with each new episode. And I

think they are writing much better for all of the characters."

Star Trek: Voyager has provided Beltran with the steadiest job he's ever had. While the actor admits that his presence on the show prevents him from doing as much stage and film work as he would like, he has absolutely no intention of resigning his commission in the foreseeable future.

"The show allows me to work with people who I enjoy working with," he says. "It lets me contribute to the making of a quality show – and they're paying me for it! And that really makes everything worthwhile."

Robert Beltran believes that *Star Trek: Voyager* is a reliable source of quality television and hopes that viewers will join Chakotay and company for their weekly adventures in the Delta Quadrant for many years to come.

"Anybody who tunes in will not be disappointed," he promises. "You'll be getting quality writing and quality performances which go beyond the norm offered by formulaic television. Being part of the *Star Trek* tradition keeps us on our toes and we always have it in the back of our minds that we have to measure up to our illustrious predecessors." ■

THE FURTHER TRIALS AND TRIBULATIONS OF B'ELANNA TORRES

Actress Roxann (*B'Elanna Torres*) Dawson's main goal for *Star Trek: Voyager*'s third season is to capture the delicate balance between B'Elanna Torres' wild side and her responsibilities as the *U.S.S. Voyager*'s chief engineer.

"B'Elanna does not deserve to be the chief engineer unless she stays somewhat controlled," the actress explains. "The problem is that we need to make her very good at what she does and show that she is disciplined, but at the same time, we have to keep B'Elanna's unruly, wild side. So I would love to find an outlet for her non-conformist side. I don't know where that outlet will be, but I think we should find it this season."

Looking back at B'Elanna's first two years of duty aboard the *U.S.S. Voyager*, Dawson feels that the episodes which focused on her character have increasingly fit a pattern. "I have a joke with the producers that every story they've given me, I'm either playing opposite myself [*Faces*] or a computer [*Prototype*] or a computer with my voice [*Dreadnought*]! All those episodes were wonderful and I really enjoyed working on them, but I would *love* to do an episode in which B'Elanna deals with a real person rather than a machine or another aspect of herself.

"We know that B'Elanna actually feels better dealing with machines than she does with Human beings," she continues. "So I would love to see her try to deal with Humans. I think it would be very interesting."

According to Dawson, there is a strong chance that the show's writers and producers might choose to explore B'Elanna's interpersonal relationships by developing her friendship with the *U.S.S. Voyager*'s headstrong helmsman, *Tom Paris*.

"I think that putting them opposite each other has a lot of potential. The characters are both similar; they're both loners with strong personalities, so I think there's potential there for some nice conflict! I'm hoping we will see that.

Although many viewers expected B'Elanna to pursue her amorous intentions for *Commander Chakotay* following the second season instalment *Persistence Of Vision*, Dawson believes that the two characters won't become romantically involved in *ST:VOY*'s third season or, for that matter, at any point in the show's future. "People can interpret B'Elanna's feelings for Chakotay in a lot of different ways," she explains. "I see Chakotay as a combination of mentor and father figure for B'Elanna. She might have some romantic feelings towards him in a kind of Freudian sense, but I don't see them getting together on any other level than as a mentor and pupil."

Dawson intends to spend more time behind the camera this season, in the hope of making her directorial debut during the show's fourth or fifth season. For the time being, however, the actress considers herself very fortunate to be serving aboard the *U.S.S. Voyager*.

"It's been one of the best experiences of my life," she enthuses. "To have an opportunity to work in something that has a history like *Star Trek*, and is as prestigious as *Star Trek*, is just wonderful!" ■

Interview by David Bassom

NEW FRONTIERS

"One of the things we're doing is introducing more aliens," says *Star Trek: Voyager*'s Supervising Producer Brannon Braga of the show's upcoming season. A veteran of *Star Trek: The Next Generation* and co-writer of both *ST:TNG* feature films, Braga has some clear-cut ideas about where the show should go this season, echoing the views of Executive Producer Jeri Taylor (see last issue). "I think the show will stop having the feeling that we're travelling in a big circle. No more Kazon. We can say what we want, but the Kazon are just half-baked Klingons. But for budget purposes we'll always, to some degree, have to have a guy in a suit with stuff on his forehead."

After 30 years of *Star Trek*, one might think that all the stories had been told. Nevertheless, *ST:VOY* enters it's new season with a tribute episode planned to celebrate *Star Trek*'s longevity. "This season we'll have more of a feeling of adventure. We have a 30th Anniversary show, *Flashback*, planned, in which Sulu will appear in one of Tuvok's repressed memories.

"Tuvok has repressed a painful memory and it's doing physical damage to his brain. There are no other Vulcans on the ship, so he mind-melds with Janeway to bring the memory to the conscious brain. There we find out that Tuvok served as a young Ensign on Sulu's ship when he was about 30 years old. Remember, Tuvok's about 100 years old."

Later in the season, Braga reveals Robert Duncan McNeill will direct an episode, penned by rookie staff writer Lisa Klink, in which Janeway comes to see that her scientific beliefs are as strong as any religious belief. "It's kind of *A Man Called Horse* with Janeway," Braga jokes. "She has a spiritual journey."

Also in the works is a multi-part episode in which the *U.S.S. Voyager* will come to 1996, and Braga would love to do what he describes as "a really scary alien invasion story.

"We *may* meet the Borg late in the season. We wanted to wait until the movie was out, because we didn't want it to be redundant. And Q will make another appearance in a very unexpected way. You may find that civil war has broken out in the Q continuum." Braga points out that while many episodes are planned, and some even already filmed, the entire season is by no means completely laid out.

"I think that *Star Trek: Voyager* has had the strongest first two seasons of any *Star Trek* show to date," he says resolutely. "And I think it's been more consistently entertaining in the first two seasons. The production values are just phenomenal, and the cast more fully realised than *Star Trek* was. You can hardly blame the cast of *ST:TNG* if they teetered a bit in the first season, because no one really knew *Star Trek* at that point."

A slightly new direction has been charted for *Star Trek: Voyager* by its creators: "I think that maybe there's been too much bickering on the show and I want to see a united, enlightened crew. They should constantly encounter new life forms, and there will definitely always be a moral centre to the story.

"I think we've capitalised enough on the conflict among the crew. After two years, I began to feel uncomfortable with the conflict. I don't know: do people tune in to watch a crew that's not happy to be there? I want to see a crew that likes each other, a real family. In the third season of *Star Trek: Deep Space Nine*, they really rekindled that spirit."

Not only have all the stories *not* been told yet, Braga says, but *Star Trek* still has a lot to tell viewers in the Nineties. "Euthanasia in the Q episode *Death Wish* is a very Nineties issue," says Braga. "The random violence, the causes of random violence in *Meld*, these are very Nineties issues. These aren't things you would have seen in the original *Star Trek*, because they weren't issues then."

Braga points to *Star Trek*'s unique open-door policy to freelancers as one of the elements of the show's phenomenal staying power. A blend of new blood and old guard on the writing staff, he says, keeps the material prescient while guarding against retreading old ground.

"One of the benefits of having staff people who have been with the show for as long as Jeri and I have is that we've been here, we know what we've done, so we don't fall into the familiar patterns. We *don't* take the easy route. One of the things I've noticed when we bring in new writers is that they tend to fall into the familiar traps. As a staff of writers, I think we've evolved the show and evolved *with* the show.

"We aren't like a hospital show or a cop show; we don't have the luxury of looking up past legal cases to come up with new ideas. The ideas for *Star Trek* have to come out whole cloth, and we'll turn to anybody who thinks they have a good idea. And that may be a housewife or a Hollywood writer or a guy in Japan. Why limit it?" ■

Interview by Amanda JaNan Finch

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GATEWAY
PART THREE

Investigating a giant tetryon surge around an abandoned space station, the crew of the *U.S.S. Enterprise* begin to explore the possibility that the anomaly is a gateway to another dimension, created by the mysterious Solanagen-based race they encountered some years previously. The creatures performed bizarre experiments on members of the starship's crew, suffering one casualty. That earlier incident ended when the gateway to the alien dimension was sealed by quick thinking on the part of *Geordi La Forge*.

Together with the *U.S.S. Hornet*, under the command of *Captain Hagler* whose brother was killed during that earlier encounter, the *U.S.S. Enterprise* tracks a tetryon trail to an unidentified vessel in our own universe. Suddenly, the *U.S.S. Hornet* breaks formation and speeds towards the aliens – who are intent only on recovering a mysterious probe – its weapon system on line. Captain Hagler has only one thing burning through her mind – revenge for the death of her brother.

As the alien vessel evades Hagler's attack and Captain Picard seeks to stop the *U.S.S. Hornet*, a second alien vessel arrives, stealing the probe from the first. Both starships give chase – and then the *U.S.S. Hornet* is captured by a tractor beam and dragged into the alien dimension!

Pondering the situation, the *U.S.S. Enterprise* bridge crew realise they have become involved in some sort of dispute between different factions of the extra-dimensional race. Only by joining forces with what seems to be the 'friendly' ship can they hope to rescue the *U.S.S. Hornet*.

Geordi La Forge, assisted by the *U.S.S. Hornet*'s *Chief Engineer McRobb*, works quickly to find a means by which the *U.S.S Enterprise* can safely enter the alien dimension – and give chase to the hostile aliens. Meanwhile, Captain Hagler and her crew find themselves in a completely new universe...

MICHAEL JAN FRIEDMAN
Writer

TERRY PALLOT
Inker

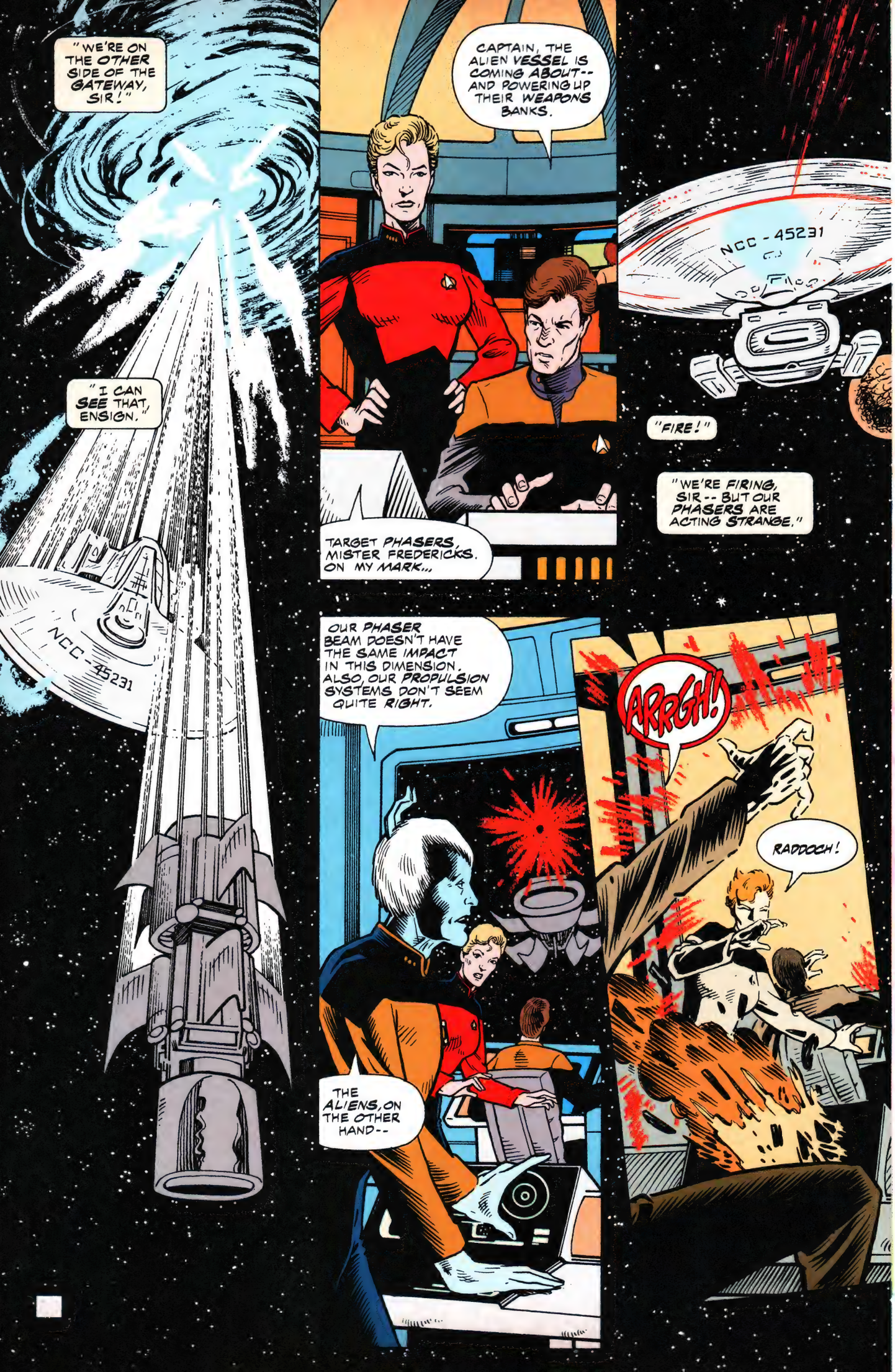
RICK TAYLOR
Colourist

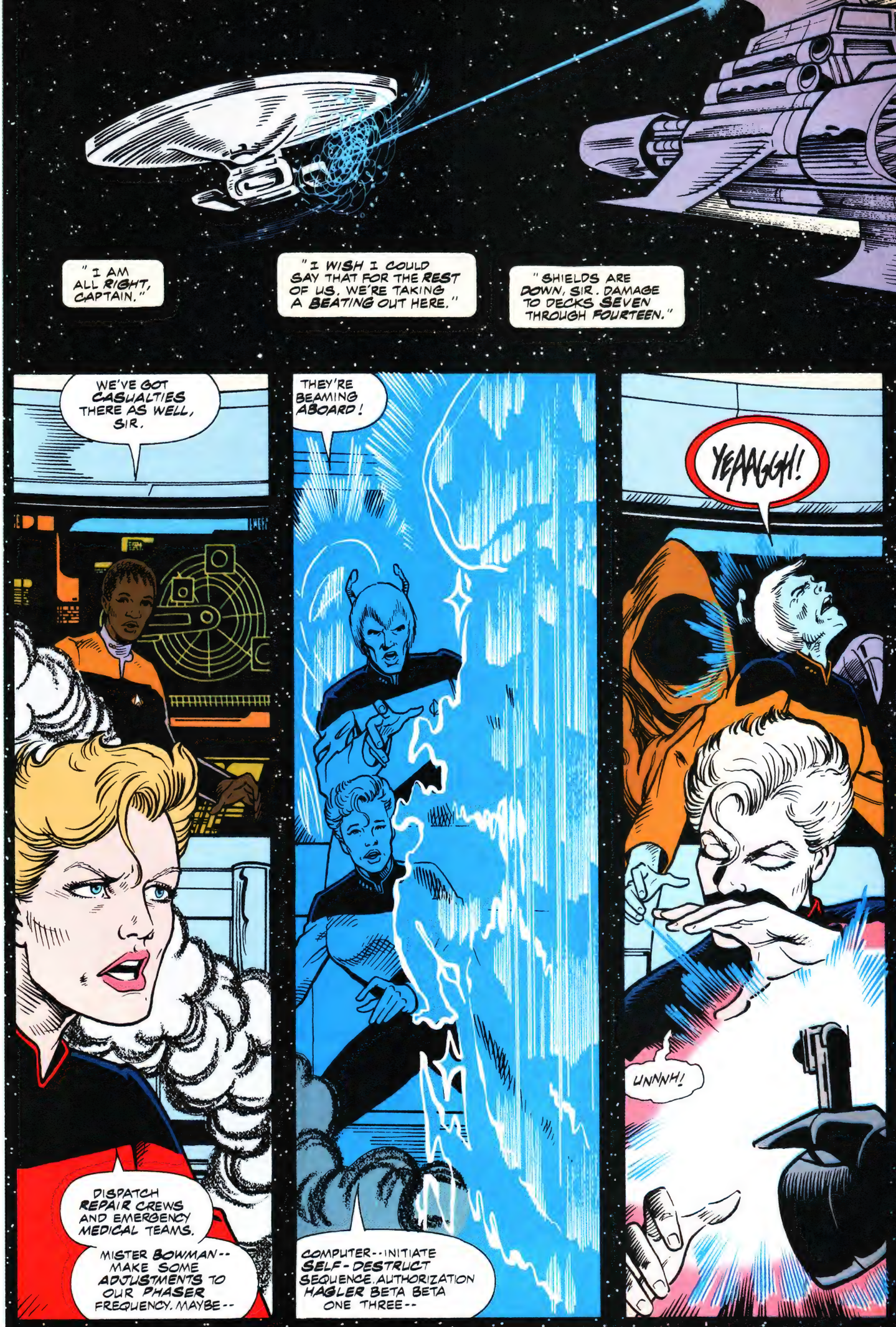
GORDON PURCELL
Penciller

CHRIS ELIOPOULOS
Letterer

MARGARET CLARK
Editor

This story draws on events portrayed in the *Star Trek: The Next Generation* episode *Schisms*, written by Jean Louise Matthias & Ron Wilerson (Teleplay by Brannon Braga).

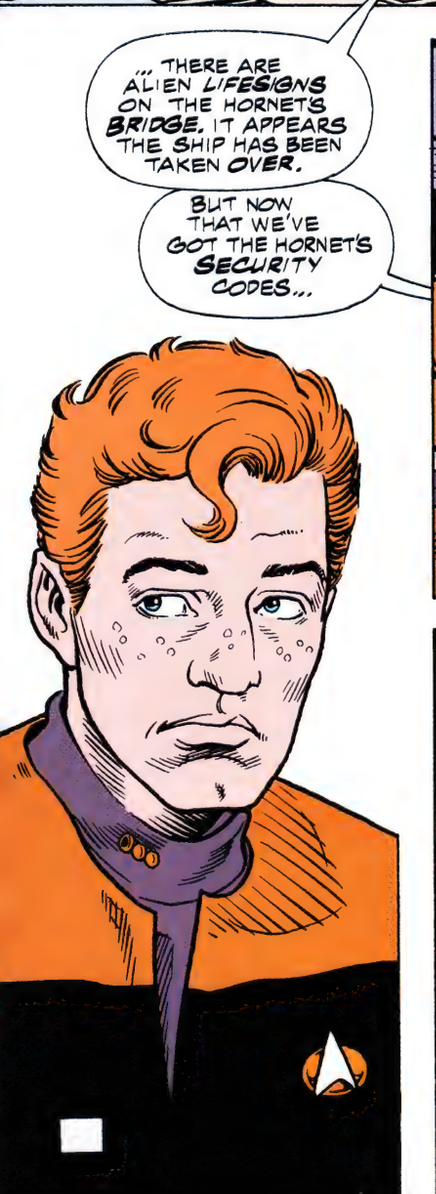

"WE'RE ON THE OTHER SIDE OF THE GATEWAY, SIR!"
"I CAN SEE THAT, ENSIGN."
NCC-45231
CAPTAIN, THE ALIEN VESSEL IS COMING ABOUT-- AND POWERING UP THEIR WEAPONS BANKS.
TARGET PHASERS, MISTER FREDERICKS. ON MY MARK...
NCC-45231
"FIRE!"
"WE'RE FIRING, SIR-- BUT OUR PHASERS ARE ACTING STRANGE."
OUR PHASER BEAM DOESN'T HAVE THE SAME IMPACT IN THIS DIMENSION. ALSO, OUR PROPULSION SYSTEMS DON'T SEEM QUITE RIGHT.
THE ALIENS, ON THE OTHER HAND--
ARRGH!
RADDOCH!


"I AM ALL RIGHT, CAPTAIN."
"I WISH I COULD SAY THAT FOR THE REST OF US. WE'RE TAKING A BEATING OUT HERE."
"SHIELDS ARE DOWN, SIR. DAMAGE TO DECKS SEVEN THROUGH FOURTEEN."
WE'VE GOT CASUALTIES THERE AS WELL, SIR.
DISPATCH REPAIR CREWS AND EMERGENCY MEDICAL TEAMS.
MISTER BOWMAN-- MAKE SOME ADJUSTMENTS TO OUR PHASER FREQUENCY. MAYBE--
THEY'RE BEAMING ABOARD!
COMPUTER--INITIATE SELF-DESTRUCT SEQUENCE. AUTHORIZATION HAGLER BETA BETA ONE THREE--
YEAAGGH!
UNNNH!

... HUH...
...WHAT...?
CRWHVYUIJKIOQ?
UH HUH. WHATEVER YOU SAY.
CRWHVYUIQVHIPOR!
THE COMPUTER CONSOLES? IS THAT WHAT YOU'RE SO EXCITED ABOUT?
CAPTAIN... I THINK HE WANTS THE INFORMATION STORED IN OUR DATABANKS!
I GATHERED AS MUCH, TANYA-- AND I'VE GOT AN IDEA OF HOW FAR HE'LL GO TO GET IT.
BUT I REFUSE TO MAKE IT EASY FOR HIM.

ADSJGRHTVHBJC?
CRWHVYUIQVHIPOR!
HUITHYTHVOUIASX!
SHROKT!
NO!
YOU THINK THAT'LL MAKE ME TALK? YOU CAN KILL ALL OF US, AND I STILL WON'T GIVE YOU WHAT YOU WANT.
NOT WHEN IT MEANS SELLING OUT MY WHOLE DAMNED UNIVERSE.
"IT WORKED, CAPTAIN!
"WE MADE IT THROUGH!"
"YES, MISTER LAFORGE. AND NOT A MOMENT TOO SOON, BY THE LOOKS OF THINGS."

OUR ALLIES ARE CONFRONTING THE ALIEN AGGRESSOR, CAPTAIN.
WHAT ABOUT THE HORNET?
HER SHIELDS ARE DOWN, SIR. SENSORS INDICATE CONSIDERABLE DAMAGE ACROSS THE BOARD. ALSO...


... THERE ARE ALIEN LIFESIGNS ON THE HORNET'S BRIDGE. IT APPEARS THE SHIP HAS BEEN TAKEN OVER.
BUT NOW THAT WE'VE GOT THE HORNET'S SECURITY CODES...

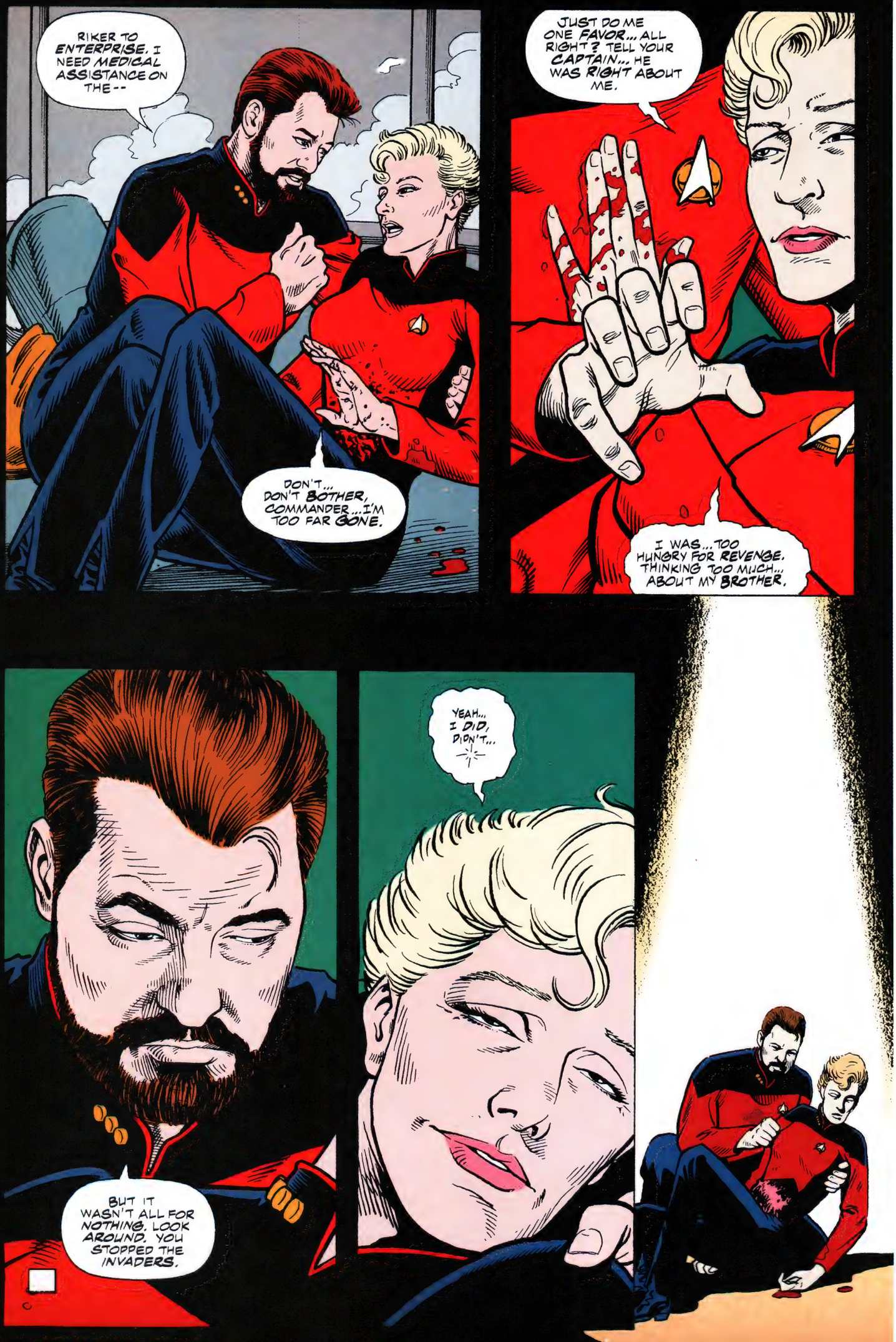
...WE CAN FLOOD HER BRIDGE WITH ANESTHEZINE GAS.
WE COULD, MISTER LAFORGE...

BUT IT WOULDN'T DO US ANY GOOD. WE DON'T KNOW HOW OUR GAS WILL WORK ON SOLANAGEN-BASED LIFEFORMS.
"CFUGNOCVYOYZIC!"

JNHUHBREHZVSC!
WHAT'S GOING ON? CHANGE OF PLANS?
DON'T RESIST, PEOPLE, BUT BE ALERT.
XICQTUPENVRIT!
THEIR LEADER LOOKS AGITATED, CAPTAIN.
HE DOES, DOESN'T HE? AND ISN'T IT FUNNY HOW HE'S NOT LOOKING AT US.
ONE WOULD ALMOST THINK HE'S EXPECTING COMPANY-- SOMEONE HE DOESN'T LOOK FORWARD TO SEEING.
A RESCUE PARTY...?
I'D SAY THAT'S A PRETTY GOOD GUESS!
HOLD YOUR FIRE!
WE DON'T WANT THEM INJURING ANY OF THEIR HOSTAGES!
POXUGIRQYTO!

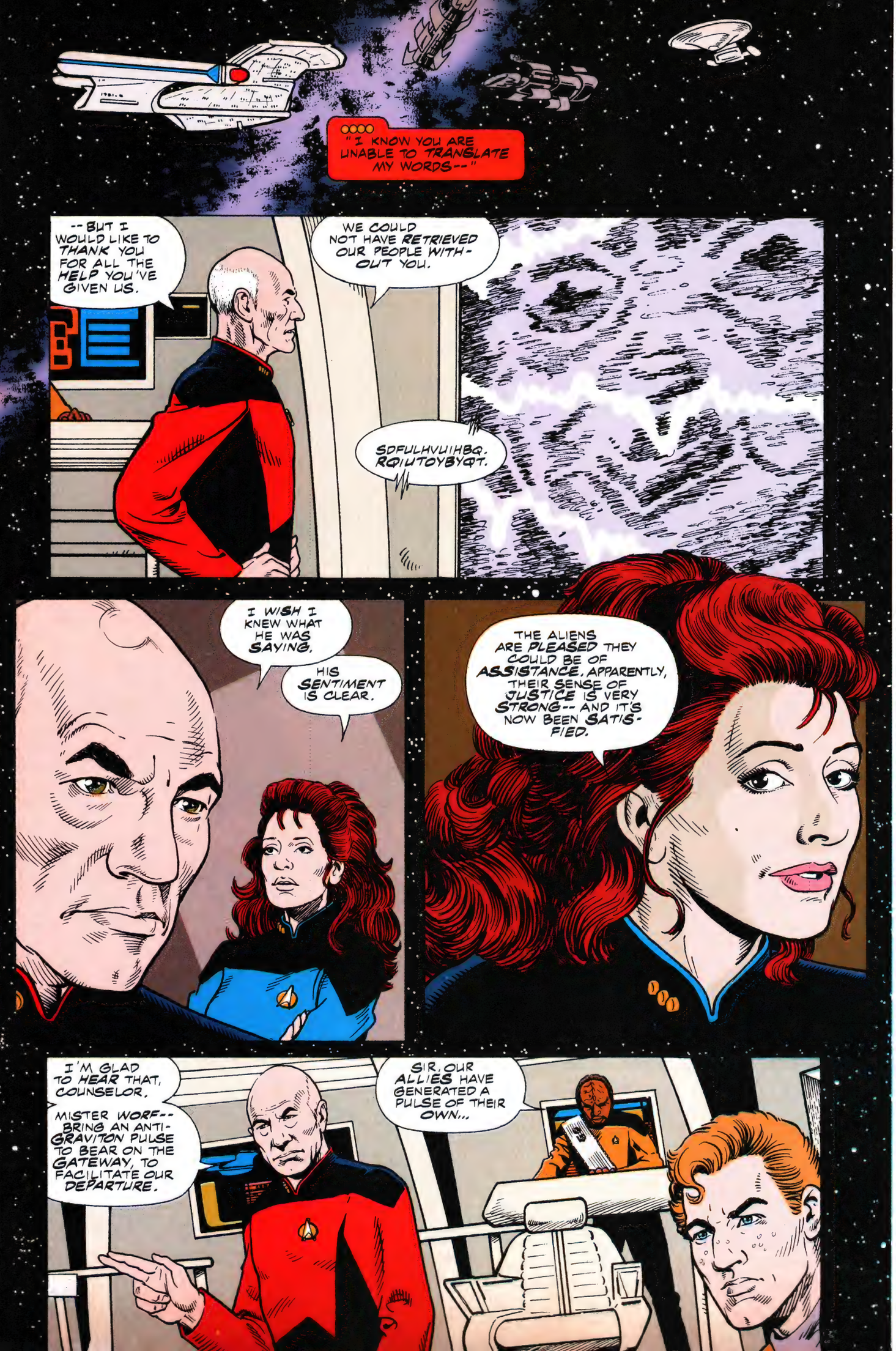
DON'T WORRY ABOUT THIS HOSTAGE!
TUMPF!
NOW-- WHILE WE'VE GOT THE CHANCE!
SHOAK!
ARRGHH!
PIOTYIUR! BUIBVEDSTR!

YOU THINK YOU CAN DO WHATEVER YOU WANT WITH US, YOU MONSTER?
WELL, I'M HERE TO TELL YOU YOU'RE ALL...
SHRAKT!
..ALL...
..UNNNGH...
CYTYROPT!
GBUTROQ!
YRIEWYRIC!
COMMANDER-- CAPTAIN HAGLER HAS BEEN WOUNDED!


RIKER TO ENTERPRISE. I NEED MEDICAL ASSISTANCE ON THE--
DON'T... DON'T BOTHER, COMMANDER... I'M TOO FAR GONE.
JUST DO ME ONE FAVOR... ALL RIGHT? TELL YOUR CAPTAIN... HE WAS RIGHT ABOUT ME.
I WAS... TOO HUNGRY FOR REVENGE. THINKING TOO MUCH... ABOUT MY BROTHER.
BUT IT WASN'T ALL FOR NOTHING. LOOK AROUND. YOU STOPPED THE INVADERS.
YEAH... I DID. DIDN'T...

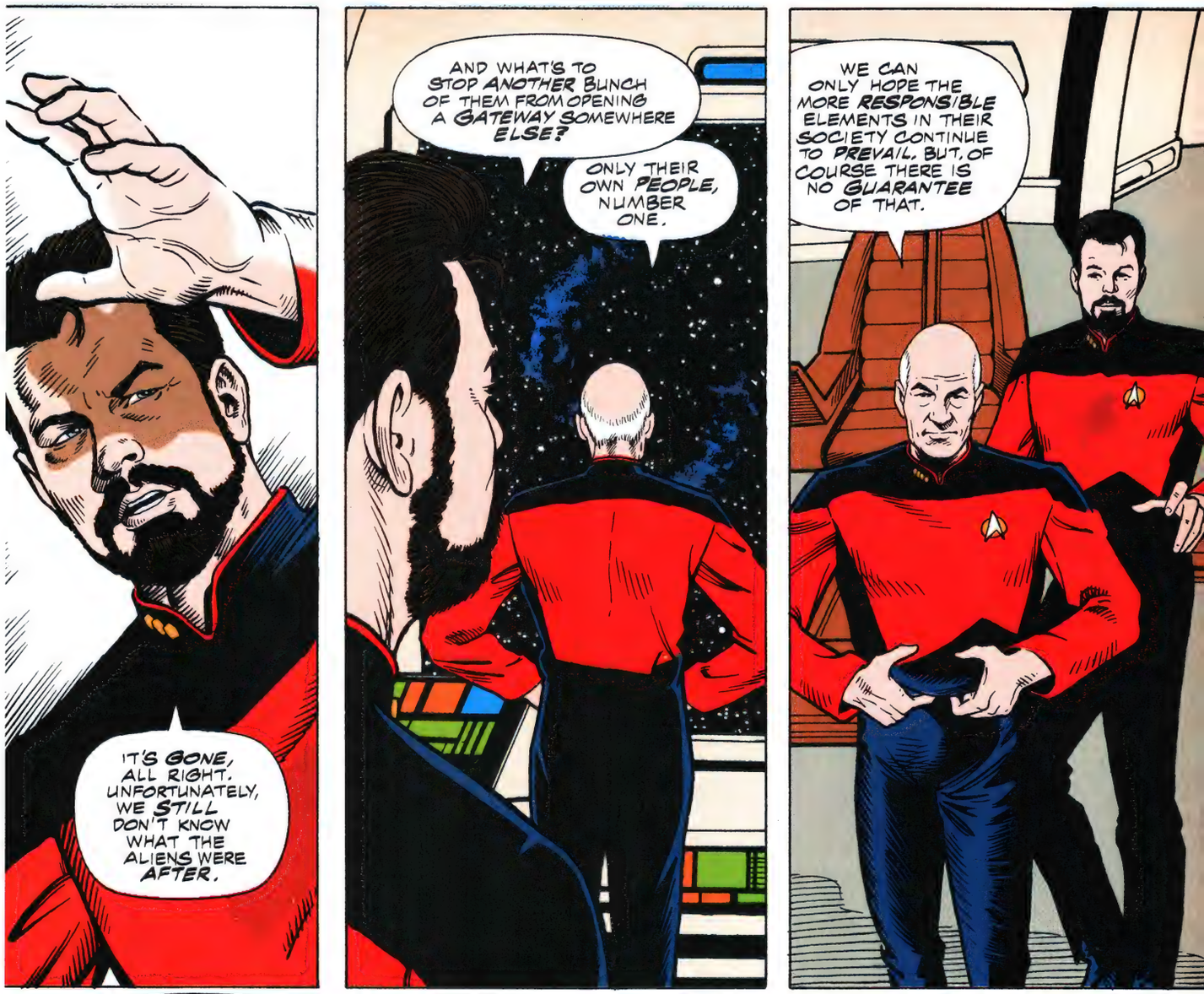
SIR, I COULD NOT HELP BUT NOTICE THAT YOU OMITTED ANY MENTION OF OUR ALIEN ALLIES--WHOSE COOPERATION RENDERED CAPTAIN HAGLER'S SACRIFICE UNNECESSARY.
YES, MISTER DATA...
...I KNOW.
?
RIKER TO ENTERPRISE.

THE SITUATION IS UNDER CONTROL HERE, SIR. YOU CAN TELL MISTER McROBB...
...HIS FAMILY IS SAFE AND LOOKING FORWARD TO SEEING HIM AGAIN.


"I KNOW YOU ARE UNABLE TO TRANSLATE MY WORDS--"
--BUT I WOULD LIKE TO THANK YOU FOR ALL THE HELP YOU'VE GIVEN US.
WE COULD NOT HAVE RETRIEVED OUR PEOPLE WITHOUT YOU.
SDFULHVUIHBQ. RQIUTOYBYQT.
I WISH I KNEW WHAT HE WAS SAYING.
HIS SENTIMENT IS CLEAR.
THE ALIENS ARE PLEASED THEY COULD BE OF ASSISTANCE, APPARENTLY, THEIR SENSE OF JUSTICE IS VERY STRONG-- AND IT'S NOW BEEN SATISFIED.
I'M GLAD TO HEAR THAT, COUNSELOR.
MISTER WORF-- BRING AN ANTI-GRAVITON PULSE TO BEAR ON THE GATEWAY, TO FACILITATE OUR DEPARTURE.
SIR, OUR ALLIES HAVE GENERATED A PULSE OF THEIR OWN...

GENEROUS TO A FAULT, AREN'T THEY?
LET US MAKE USE OF THEIR GENEROSITY. ON MY MARK, MISTER DATA, AHEAD FULL IMPULSE.
"ENGAGE!"
HORNET TO ENTERPRISE. WE HAVE EMERGED FROM THE GATEWAY--ON THE FEDERATION SIDE.

"... NOT WHILE THAT GATEWAY IS STILL OPEN."
TORPEDOES READY, CAPTAIN.
ACKNOWLEDGED, HORNET. STAND BY.
LIEUTENANT, READY PHOTON TORPEDOES. OUR WORK HERE IS NOT YET DONE...
"FIRE!"
"SENSORS SHOW THE GATEWAY HAS BEEN DESTROYED, SIR."


IT'S GONE, ALL RIGHT. UNFORTUNATELY, WE STILL DON'T KNOW WHAT THE ALIENS WERE AFTER.
AND WHAT'S TO STOP ANOTHER BUNCH OF THEM FROM OPENING A GATEWAY SOMEWHERE ELSE?
ONLY THEIR OWN PEOPLE, NUMBER ONE.
WE CAN ONLY HOPE THE MORE RESPONSIBLE ELEMENTS IN THEIR SOCIETY CONTINUE TO PREVAIL. BUT, OF COURSE THERE IS NO GUARANTEE OF THAT.

THOUGH I WOULD SLEEP BETTER BELIEVING OTHERWISE, THE SOLANAGEN-BASED LIFEFORMS WILL ALWAYS REMAIN A POTENTIAL THREAT.
IN THE FUTURE, WE WILL HAVE TO BE TWICE AS CAREFUL -- TWICE AS VIGILANT -- IF WE ARE TO AVOID LOSING ANY MORE CAPTAIN HAGLERS.
AMEN TO THAT, SIR.
"WE'LL SEE EACH OTHER AGAIN. SOON, I HOPE."

YOU BET, MCROBB. GIVE YOUR WIFE AND KIDS A KISS FOR ME, WILL YOU?
I'LL DO THAT. SAY...
THIS HASN'T CHANGED YOUR MIND ABOUT RAISING A FAMILY ON A STARSHIP, HAS IT?
NOT ONE IOTA. TAKE CARE OF YOURSELF, MCROBB.
PERSONAL LOG
LIEUTENANT COMMANDER GEORDI LaFORGE...
8828364
I'LL HAVE PLENTY OF TIME FOR A FAMILY AFTER MY SHIPGOING DAYS ARE OVER...
AND THAT MAY NOT BE FOR A LONG, LONG TIME.
8055321
THE END

A Fistful of Data

If you would like to pose a question to this page, the address is: A Fistful of Data, STAR TREK Monthly, Titan Magazines, 42-44 Dolben Street, London, SE1 0UP.

Q **In *Encounter at Farpoint*, why did Data start off on the Helm and Worf on Ops, and then swap, when Data, being second in command, should have been on Ops in the first place?**
(Thomas Burley, Southampton, Hampshire)

A Actually, Data was on Ops throughout that episode. What is confusing you is that in the pilot, the Ops and helm positions, or Conn as it is more often known, were the opposite way around, and only swapped over when the series proper began. This meant that Conn was on the same side that the helm was in the original *Star Trek* series. Because the layout of all the consoles is very flexible and any console can do almost any job, I presume that Picard, once he had settled in, requested that the two switch because of personal taste.

Before I move on, it should be noted that an officer does not have to be second officer to run Ops, as you suggested. Remember that when Worf was given the Ops position in *The Most Toys* he was not simultaneously promoted to that position.

Q **Please could you tell me where the setting is for *Star Trek: Voyager*'s holonovel?**
(Miss M. J. Elsworthy, Nr Taunton, Somerset)

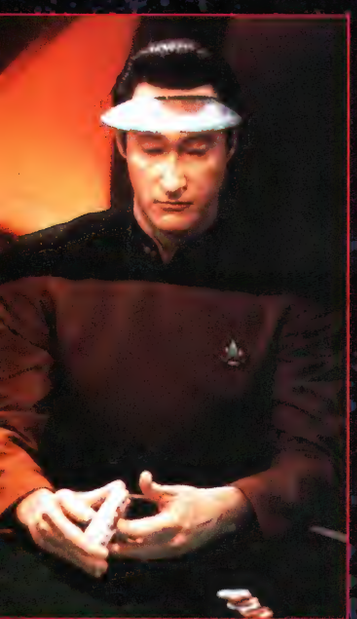
A Janeway's holonovel seems to be based in England of the past, while the story itself – about a governess employed in a strange and sinister household – draws from a vein of writing running through a great deal of Victorian literature. In particular, the holonovel's sinister, gothic overtones are strongly reminiscent of Henry James' novella, *The Turn of the Screw*, while it also provides echoes of books like Charlotte Bronte's *Jane Eyre* and the Sherlock Holmes short story, *The Adventure of the Copper Beaches*.

Q **I would like to know why some Starbases are 'commanded' by a commodore, some by admirals, and others by commanders?**
(Jonathan Mace, Chippenham, Wiltshire)

A The most probable answer to this is that different Starbases or space stations have jurisdiction over different sizes of spatial region, with the rank of their commanding officers varying accordingly. Consequently, some Starbases may only have responsibility for a star system, while others may be concerned with entire sectors. This is illustrated most clearly by *Star Trek: Deep Space Nine*, where the station, and therefore *Commander Sisko*, was initially only responsible for Bajor. However, as the wormhole was discovered, and the Dominion threat began to develop, its remit began to grow, leading to Sisko's promotion to Captain. It is likely that if Sisko's stature had not grown with the increasing demands upon him, he would have been replaced by a senior officer.

An example of an admiral sited at a Starbase might be Admiral Riker in *All Good Things...* He was based at Starbase 247 and appeared to have jurisdiction over the new Klingon/Federation border. As to commodores – well, no commodores have yet featured in *Star Trek: The Next Generation* and onwards.

Top right: *Commodores, commanders or captains? – In the 24th century it could just be about the lack of hair*
Right: *Janeway indulges in a little light fantasy – well the holodeck never goes wrong... does it?*
Below: *Having given up both helm and ops, Data went on to pursue a successful career as a card shark*



Q **ST:VOY season two seemed to be concentrating on action. How many shuttles does *U.S.S. Voyager* have, as three have already been destroyed?**
(Philip Hutton, Banbridge, County Down)

A As far as I know, the number of shuttles which the *U.S.S. Voyager* carries has not been specified in the series. However, according to production notes from the show, it 'normally carries two standard shuttlecraft' which are the type which have been lost in those episodes. This does not mean that it wasn't equipped with more shuttles of this type for its initial mission against the Maquis. It also doesn't preclude the crew building more shuttles.

That said, the *U.S.S. Voyager* must be running short of them, and I can't see it having the resources to construct or replicate many replacements. Interestingly, the same production notes also intimated that we might start seeing Starfleet equipment gradually being replaced by that from the Delta Quadrant. Certainly this was the initial brief given to Scenic Art Supervisor Mike Okuda, who told our editor the idea of incorporating alien technology into the systems of the *U.S.S. Voyager* has been discussed

. However, it's an option that the production team have yet to take up, aside perhaps from the creation of hydroponics gardens by Kes. ■

A Fistful of Data is compiled by Andrew Darling

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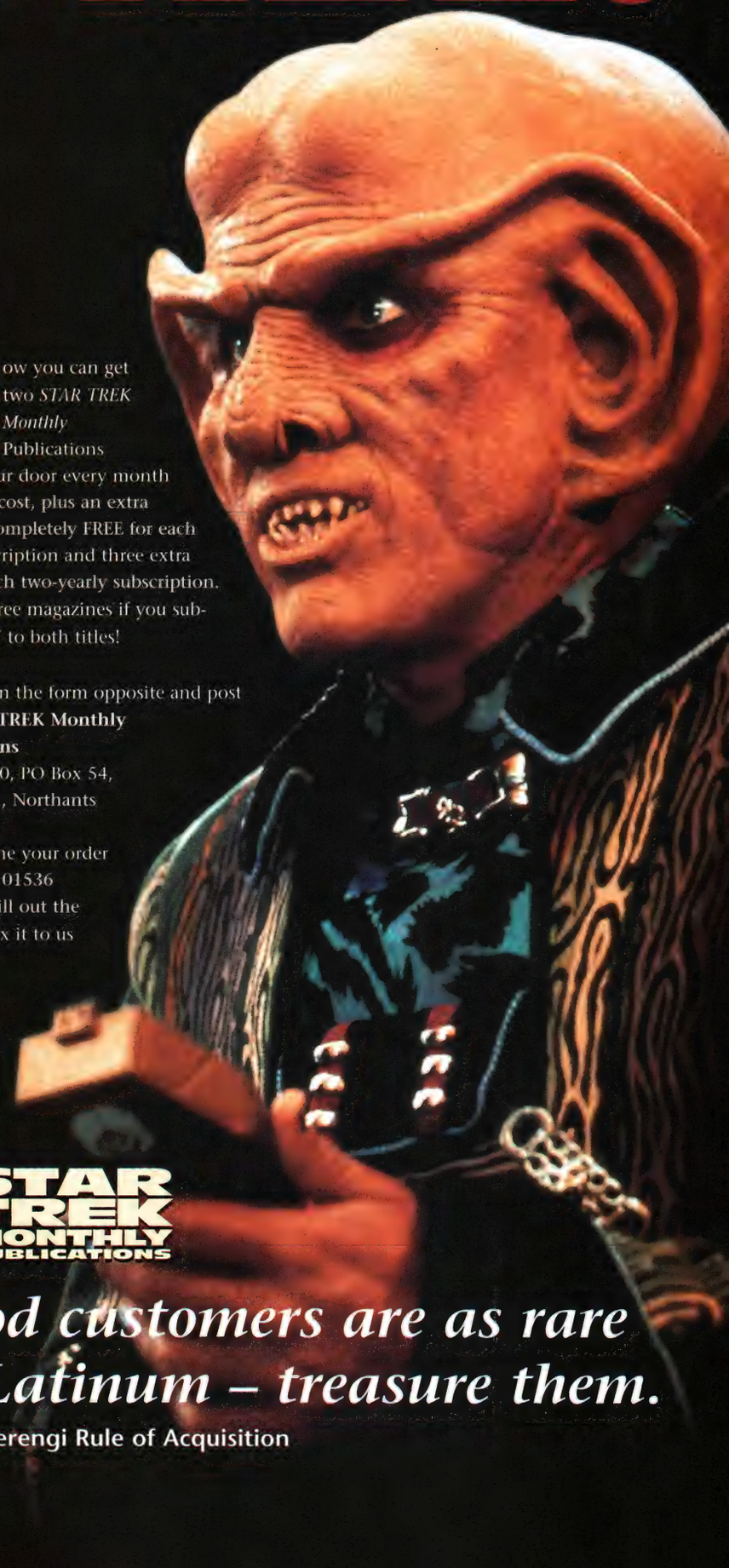

STAR TREK MONTHLY PUBLICATIONS

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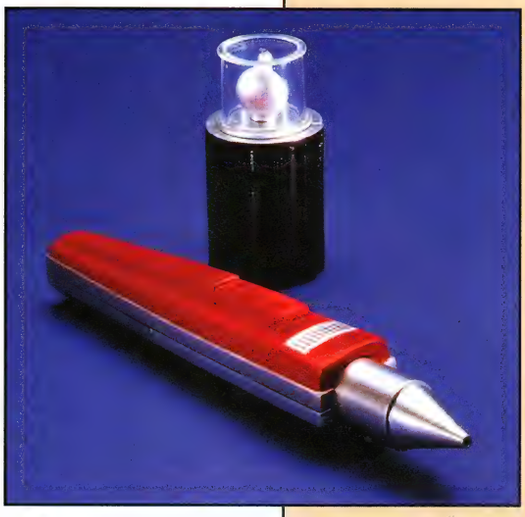
– 57th Ferengi Rule of Acquisition

From the Replicator

Merchandise



Above right: *New* Commander Riker *action figure from* Bandai
Below: *From the new Assortment C: Christopher Pike, Mr Spock and the Orion slave girl from* The Cage, *and Garak*

This month we start with something a little different – *Star Trek* pens. These pens were originally designed to be used on the Apollo space missions back in the early Seventies, but now they're being produced by **Fisher Space** who have added a rather stylish *Star Trek* logo. The pens come in five colours – blue, red, black, green and maroon. The best thing about them, however, is the fact that they will write virtually *anywhere*. In fact they'll even work in zero gravity, but so far I've been unable to test this last claim... The standard pen should sell for less than £10.00 and the deluxe version, with gift case, for £30.00.

Bandai's 30th Anniversary medical kit (above left) came out late last month. This limited edition item contains a medical scanner and an anabolic photophaser which lights up and makes authentic noises. Sadly, there is no spray applicator. What would *Dr McCoy* say? The medical kit also comes with your own Starfleet medical school diploma and has Sixties-style retro-packaging. Over all this item is another excellent product in *Bandai*'s 'role-playing' range.

The company also release their third set of general *Star Trek* figures, delayed from last month. Assortment C is dominated by figures from *Star Trek*'s original series pilot, *The Cage*, in celebration of the series' 30th Anniversary. The figures in this series comprise of the bald alien *Talosian*, the green-skinned Orion slave girl, science officer *Spock* and the *U.S.S. Enterprise*'s Captain of the day, *Christopher Pike*. The odd figure in this assortment is of *Star Trek's Deep Space Nine*'s resident tailor, *Garak*.

An unusual item that is available in the US and may be here before the end of the year is a *Star Trek* 'phaser laser pointer'. Now I know that not many of you need or use laser pointers, but this one is a must. It's styled on a *Star Trek: The Next Generation* phaser, shoots a beam of light up to 400 metres and can also make authentic phaser noises. There is, as far as I can see, only one drawback with such an item – the price – which will be approximately £150.00.

That's all for now. Next month we will have lots of goodies for you as the new film *Star Trek: First Contact* heads at warp speed towards its UK release! ■

Paul Christopher

On Screen

Release dates were correct as of press time. We have been asked to remind readers that *CIC Video* have revised their in-pack promotion for ordering the collectible playing cards featured in the new original series *Star Trek* releases; the closing date for this offer has been changed from the end of August to the end of November.

STAR TREK

Volume 1.6
The Menagerie (Pts 1 & 2)/Shore Leave
(CIC, £12.99, 4306)
Release Date: 7 October
STM* Ratings: *The Menagerie (Pts 1 & 2)/Shore Leave****
For the producers of the original series, *The Menagerie* was a great way to save money mid-season by re-working a pilot no one had seen into a two-part story, introducing a former captain of the *U.S.S. Enterprise*. Captain Pike's fate, scarred and paralysed in a recent shipboard accident, must have been a sobering one for *Captain Kirk*, a dark hint of just what might happen to people in high positions aboard a starship.

The Menagerie melds footage with the (then) untransmitted pilot beautifully with Spock acting deviously, super-powerful aliens and a neat twist to the tale all part of the package. Recommended... as is *Shore Leave*, where the starship crew find a paradise planet where thoughts become reality – and turn ugly. This is a highly amusing black comedy from the pen of the terrific SF writer Theodore Sturgeon. It's a shame, however, that we were never treated to a view of the Caretaker's domain – at least not until the crew of the *U.S.S. Enterprise* returned to the planet in the animated episode *Once Upon A Planet*. Wait a minute – the 'Caretaker'? Could it be...

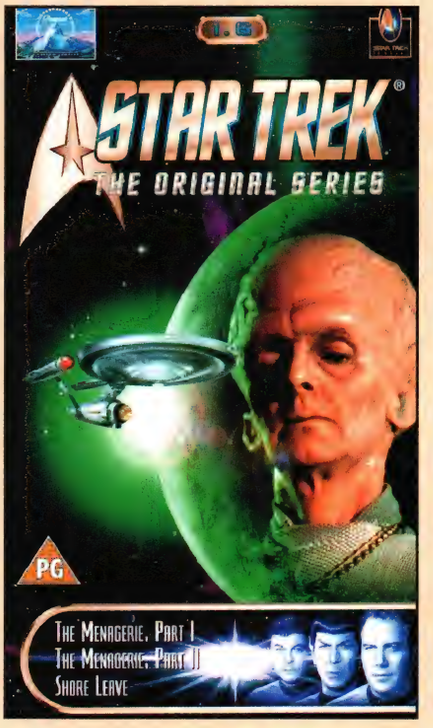
STAR TREK: DEEP SPACE NINE

Volume 4.10
***Hard Time/Shattered Mirror* (CIC, £12.99, 4259)**
Release Date: 7 October
STM* Ratings: *Hard Time**/Shattered Mirror****
In *Hard Time*, Miles O'Brien, who has faced many tragic situations in his career, finds himself severely punished for inadvertently breaking the law in an alien sector of space. The engineer is implanted with the memories of 20 long hard years of severe imprisonment over just a few hours. He returns to *Deep Space Nine* traumatised and, consequently, withdrawn, unable to adjust back to the normalcy of either family life or engineering. Suffering from violent mood swings he nevertheless expects total recovery without help, taxing the professional patience of his good friend, *Doctor Bashir*.

In *Shattered Mirror,* the Terrans of the alternate universe now visited on several occasions have ousted the Intendant, their evil, self-indulgent Kira, and have for the meantime taken control of Terok Nor. But now an invasion fleet, captained by the alternate *Worf*, is on its way and the rebels need our *Benjamin Sisko*'s expertise to power up their version of the *U.S.S. Defiant*. Using Professor *Jennifer Sisko* to lure *Jake* into the parallel universe, they know the father will follow to rescue his son.

There are some impressive special effects during the battle and the story, although complicated, is very enthralling and has you sitting on the edge of your seat.

Volume 4.11
***The Muse/For the Cause* (CIC, £12.99, 4260)**
Release Date: 28 October



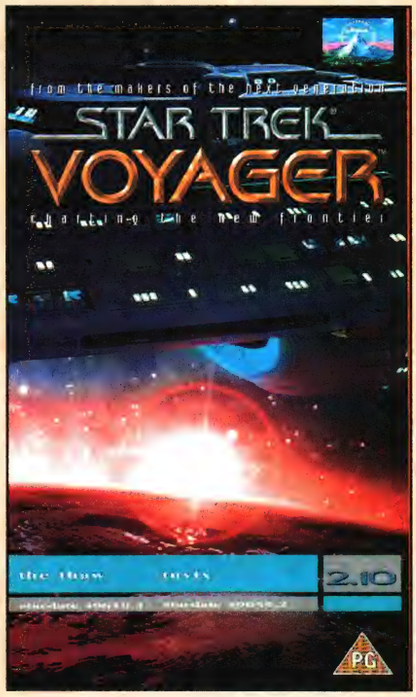
STM* Ratings: *The Muse/For the Cause******
The Muse, co-written by Majel Barrett Roddenberry, features one thread concerning her character, *Lwaxana Troi*. Heavily pregnant, she arrives on the station, fleeing her *Tavnian* husband, *Joal*. Tavnian law dictates that she should hand over her son to him at birth, to be raised solely by males for his first 16 years. Understandably, she is distressed and seeks refuge. Under sensitive direction from David Livingston, *Odo* rises to the occasion and showers his *Betazoid* friend with kindness. The title storyline, however, centres on Jake, who is inspired by a spooky energy vampire to write a great novel. But the price of his achievement is appalling, as his father struggles to save him from the ancient creature.

For the Cause headlines Benjamin Sisko's lady friend, *Kasidy Yates*. Very cleverly written, this tale has twists and turns which eventually turn our understanding of one background character upside down. Since *Commander Eddington* was first introduced in engineering scenes at the beginning of season three, he has always been played as such a straightforward and rather ordinary man, and this episode comes as quite a shock. He has, as they say, been waiting for his moment! The actor, Kenneth Marshall, is utterly convincing as you concentrate furiously to keep up with the plot. The story also holds a surprise about Captain Yates' sympathies, thoroughly testing Sisko's judgement and loyalties.

Volume 4.12
***To the Death/The Quickening* (CIC, £12.99, 4261)**
Release Date: 28 October
STM* Ratings: *To the Death*/The Quickening*****
LeVar 'Geordi La Forge' Burton directed *To The Death*, in which Captain Sisko's crew discover a renegade *Jem'Hadar* faction has rebelled against their Founder masters – and they're asked by the regular Jem'Hadar, through their masters, to accompany them through the wormhole to

THE STAR TREK MONTHLY RATING SYSTEM

* Total gagh!
** Impulse Power only
*** Warp Speed
**** Trill-powered viewing
***** Gold-pressed latinum!



Above: The Thaw

a suspected base. It's not the greatest foundation for trust, although even a Jem'Hadar leader's personal threats don't shake Sisko – much. Once again Avery Brooks shines as the man in charge, with some suitably gruff support from the Jem'Hadar guests.

In *The Quickening,* Doctor Bashir and *Dax* stumble across a planet whose population is under siege by plague and race to find a cure. The story is ably written by Naren Shankar, who also wrote one of the best *Star Trek: Voyager* episodes to date, *Heroes and Demons.* There's some nice moments between Dax and Bashir here proving yet again that the good Doctor is *definitely* growing up this season.

STAR TREK: VOYAGER

Volume 2.10
***The Thaw/ Tuvix* (CIC, £12.99, 4020)**
Release Date: 7 October
STM* Ratings: *The Thaw*/ *Tuvix*******

September sees the transmission of the scariest yet episode of *Star Trek: Voyager*. *The Thaw* tells of some survivors of a disaster in stasis who have not been brought back to life at the correct time. *Ensign Harry Kim* and *B'Elanna Torres* investigate and discover the personification of fear waiting for them – a creature that has caused the death of two of the five survivors through sheer terror.

The holographic doctor proves useful as the only crew member who is able to safely face the monster, as it feeds off humanoid brain patterns and obviously cannot do so in this particular case. But, as the *U.S.S. Voyager* crew pit their wits and expertise in this psychological thriller, they fail to rescue all of the other survivors...

Tuvix brings a new slant on transporter malfunctions. We have seen characters split before but this time a single person is formed from an amalgamation of the coolly logical *Tuvok* and the flamboyantly effusive *Neelix*, played superbly by Tom Wright. The physical appearance of this character is fascinating and one imagines that a lot of discussion went into his design. Needless to say, the sorry saga is eventually brought to a happy conclusion, albeit with some moral dilemmas faced along the way. ■

By Nikki Harper

Two Heads are Better Than One

Tom Wright Talks to Lou Anders About Creating Lieutenant Tuvix

When Tom Wright got the call from his agent saying there was an unusual character role opening on *Star Trek: Voyager*, he jumped at the chance. "I felt that it would be unique to create a totally different character that had never been created on *Star Trek* before," he says.

The character in question was Lieutenant Tuvix of the eponymous episode, the being created when a transporter accident blends Neelix and Tuvok into one. Bringing such a unique creation to life was a demanding acting challenge. "To tell you the truth," says Wright, "with this role, I was really flying by the seat of my pants. I approached it very intuitively. I tried to find the emotional centre of each character and determine which emotional buttons were being pushed on which character in a scene. That gave me the bedrock that grounded me in the role, otherwise the choices are endless."

Rather than play each character at separate moments, Wright mixed the different emotions of the two very different people to create a third. "I blended two characters," he explains. "For instance, there's a bridge scene, where Tuvix is working on a problem. Well, that's obviously a Tuvokian thing. It's Tuvok who is the most confident at doing anything on the bridge, so he was the character centre I focused on, but the pure enjoyment that Neelix gets out of everything he does is what I used to accent that Tuvokian base. Then I would flip it whenever I was with Kes; Neelix's emotional buttons were being pushed, but Tuvok's sense of justice and his sense of restraint was also there, to temper that Neelix thing."

Although Tuvix emerged as an incredibly likeable, extremely sympathetic character, it may come as a surprise to learn that Wright felt that creating him was less than a pleasant experience. "I tried to push myself into areas that I'm not necessarily comfortable with as an actor," he explains. "After 22 years as an actor you sort of start to understand what you can do and what you can do well. Every now and then a character, situation or work experience forces you outside of your strength, and you have to perform in an area that is a little bit unknown. I did a *lot* of that in *Tuvix* , so I was completely unsure of how it would turn out. I'm very confident of my ability as an actor, but in this particular circumstance I wasn't sure how it would all pay off."

Wright isn't sure why, but he feels he was a little cast adrift when it came to creating the character. "I wish I could have felt a little more support from the top end," he comments. "I take it very seriously when someone hands me a character and says, 'Tom, we want you to play this role.' I don't consider that role to be my total universe, subject only to my jurisdiction and discretion. I believe acting is a collaborative form. I think that when people write a role and they create a character, they've got a specific thing in

Model Matters

Following the style set by *AMT* and the 'mini' model kit versions of their popular *Star Trek* craft, **Monogram** – who have the rights to *Star Trek: Voyager*, have done the same. Their three-piece set consists of the *U.S.S. Voyager* herself; the Maquis Ship and the *Kazon Raider*, all of which are available as larger individual models.

Because of their smaller size, the kits are somewhat simpler in their construction to the larger versions. Overall, however, no significant detail has been lost because of the reduction, although the *U.S.S. Voyager* herself does lose the facility of movable Warp Drive nacelles. These are permanently fixed in the horizontal position.

There are no separate transparencies for either the warp engines or windows, so it makes construction and painting more straightforward – just assemble the whole lot, then paint. The decal sheet, however, is virtually a reduction from the larger, even down to the tiny ship name and numbers which appear around the edge of the main hull.

This *U.S.S. Voyager* model is exactly half the size of the original kit, so if the larger is correctly scaled at 1:675; the smaller has to be 1:1350. Plus this time the two companion craft, the Kazon *Raider* and Maquis Ship, *appear* to be in scale with the *U.S.S. Voyager*. The individual kits are much larger, around four times the size of these 'mini' versions. This does indicate that the scales of the individual kits are different than was first thought. New calculations would indicate that the larger Kazon *Raider* model is 1:375, while the Maquis is 1:340.

All three craft are designed to sit on a combined base which has an abstract sort of feel to it – as if it was part of one of the computer-generated 'filament' backgrounds. Consequently it seems quite in order to paint it something suitably weird – such as metallic purple!

Unlike the individual larger *Star Trek: Voyager* models, this smaller set is not currently destined to be issued under the *Revell* name for the European market. However, the *Monogram* originals will be available exclusively in the UK from *Comet Miniatures*, 46-48 Lavender Hill, London SW11 5RH. Phone 0171 228 3702 or fax 0171 924 1005 for details.

Still due from *Monogram* are three individual snap-together kits of the first three craft and a fourth larger scale stand-alone ship, the Kazon *Torpedo*. ■

Mat Irvine

Above: *The new* **Monogram** *'mini' set of the three craft from* **Star Trek: Voyager** *in the shadow of the larger individual kit of the starship of the title. The 'mini' version of the* **U.S.S. Voyager** *is exactly half the size of the larger version.*

mind, and I like to know what that is. I flew by the seat of my pants on a lot of this and was very uncertain whether or not it was working out.

"The other side of that coin is perhaps that that was intentional [on the part of the production team], because the character himself was *supposed* to be a little off-balance. Sometimes the Powers That Be manipulate situations in order to evoke just that type of off-balance behaviour. I will say that, for myself, I'm just used to a bit more of an open environment."

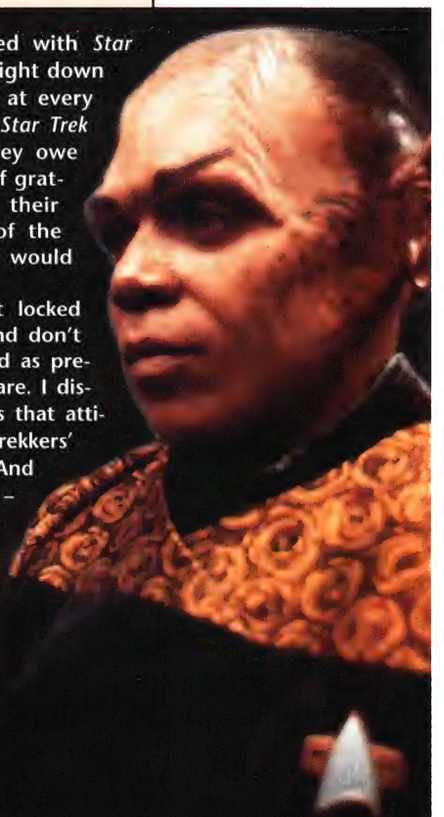
Despite his reservations Wright says he is often recognised for the role, a character he liked, if not his creation. "I thought it was an interesting character," he says. "It was a demanding work experience, and I think that in all fairness, if I were to play Tuvix again, it would be a lot easier, simply because I'd know what I'd be walking into."

While he had certain problems with the job, Wright is full of praise for his co-stars, particularly Jennifer Lien. "Working with Jennifer was one of the greatest things about working on that show. I think she's very talented and I really like how she works as an actress. We also just had a lot of fun. She was really easy to work with and we had just a real good time in those scenes."

Summing up his time on *Star Trek: Voyager*, Wright has some strong words of support for *Star Trek*'s many fans. "I believe that a great debt of gratitude and thanks is owed to all *Star Trek* fans and that everyone connected with *Star Trek* from the creators of it, right down to the crew, should get out at every chance they can and find a *Star Trek* person and thank them. They owe them an enormous amount of gratitude for their dedication, their persistence and their love of the genre. Without the fans, it would not work.

"I think people often get locked away in their ivory towers and don't consider the rest of the world as precious and wonderful as they are. I disagree with anyone who holds that attitude, because without the Trekkers' dedication, it wouldn't exist. And I'm coming out of the closet – I'm a Trekker! I just want the fans to know that.

"That's my own personal point of view. They deserve the best, and if I can give it to them in any way shape or form, I will." ■



Tuvix is released on* Star Trek: Voyager *Volume 2.10 by* CIC Video *this month

Read Out

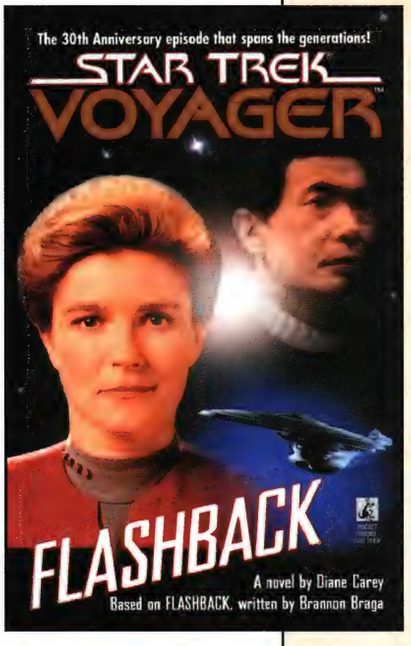
LICENSED *STAR TREK* BOOKS AVAILABLE IN OCTOBER 1996

Please note that all dates were correct as of press time, based on the most recent information supplied by the publishing house in question. ISBN numbers and other codings have also been listed to assist with any enquiries about titles.

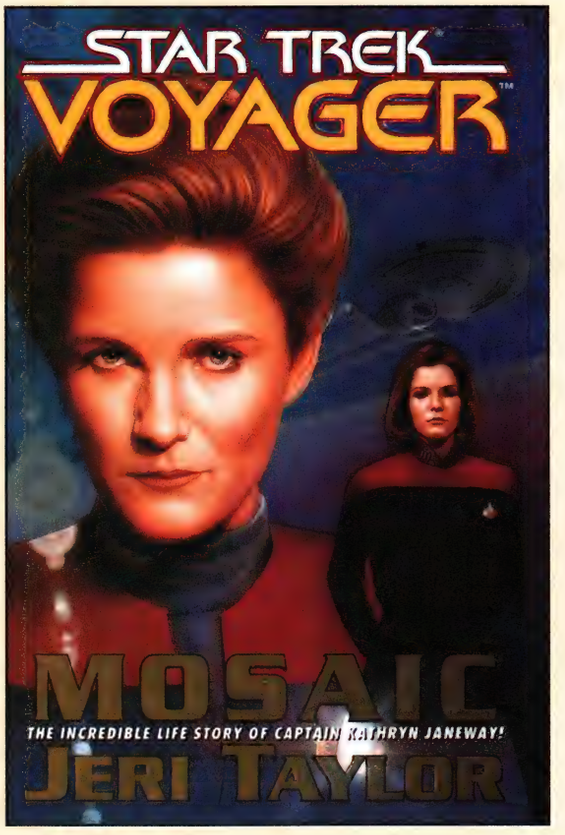
SIMON & SCHUSTER

Star Trek
Starfleet Academy 3: Cadet Kirk *by Diane Carey*
(PB, £2.99, 0 671 00077 2)
James T. Kirk was a 'by-the-book' Starfleet Academy cadet. But sometimes you have to throw the book away, as a young Kirk finds out when he, McCoy and Spock are captured by space pirates...

Star Trek: Deep Space Nine
17: The Heart Of The Warrior *by John Gregory Betancourt (PB, £4.99, 0 671 00239 2)*
While a crucial peace conference fills Deep Space Nine *with rumours of intrigue and conspiracy, Major Kira and Lt. Commander Worf embark on a dangerous undercover mission deep in the heart of the Gamma Quadrant...*


The 30th Anniversary episode that spans the generations!
STAR TREK
VOYAGER
FLASHBACK
A novel by Diane Carey
Based on FLASHBACK, written by Brannon Braga

Star Trek: Voyager
Mosaic *by Jeri Taylor*
(HB, £12.99, 0 671 56311 4; Audio, £7.99, 0 85637 5)
The life of Captain Janeway, a compelling tale of personal bravery, is revealed in this special novel by Jeri Taylor, the show's executive producer.
Flashback *by Diane Carey (PB, £4.99, 0 671 00383 6)*
100 years before the U.S.S. Voyager *was transported to the Delta Quadrant, Lieutenant Tuvok served under one of Starfleet's most famous officers: Captain Hikaru Sulu of the* U.S.S. Excelsior. *Now these days have come back to haunt him...*
A special adaptation of the upcoming 30th Anniversary tribute episode of Star Trek: Voyager



TITAN BOOKS
The following books are reprinted this month

Star Trek
The Three Minute Universe *by Barbara Paul*
(PB, £4.99, 1 85286 068 5)
Web of the Romulans *by M.S. Murdock*
(PB, £4.99, 1 85286 209 2)

Star Trek: The Next Generation
A Call to Darkness *by Michael Jan Friedman*
(PB, £4.99, 1 85286 214 9)
Chains of Command *by Bill McCay and Eloise Flood*
(PB, £4.99, 1 85286 421 4)

ARROW

General
I Am Spock *by Leonard Nimoy (PB, £5.99, 0 09964 741 9)*

WIN COPIES OF *FLASHBACK*!

We have 15 copies of this new adaptation of the *Star Trek: Voyager* 30th Anniversary tribute episode to give away, courtesy of **Simon & Schuster** – all *you* have to do to try and get your hands on a copy of the adaptation of this time-spanning episode is to answer the question below and send the answer (postcards or the back of a sealed-down envelope only, please – we do not accept e-mail entries for competitions) to: *Flashback* Competition (#20), *STAR TREK Monthly, Titan Magazines,* 42–44 Dolben Street, London SE1 0UP. Multiple entries will be phasered, the Editor's decision is final and all entries MUST be received by Friday 25 October 1996. Good Luck!

What is the name of Captain Sulu's daughter and who wrote the novel featuring her death?

If you do not wish to receive details of any special offers or new products please mark your entry 'No Information'

WIN A BANDAI LIEUTENANT BARCLAY FIGURE!

Earlier this year **Bandai**'s US partner, *Playmates*, released a series of limited edition *Star Trek: The Next Generation* action figures for the US market. Titled the '30th Anniversary 1701 Series', it featured *Ensign Picard* from *Tapestry*, *Tasha Yar* from *Yesterday's Enterprise* and *Reginald Barclay* in *Star Trek: Voyager* uniform. Only 1,701 figures of each were made (although the Barclay release was increased to 3,000 units), and the chances of finding one in the UK is very slim. The first edition Picard is already fetching as much as $700 (£500) on the collectors' market.

Now, in association with *Bandai*, *STAR TREK Monthly* is offering readers the opportunity to win one of the rare Lieutenant Barclay figures – plus some other great merchandise!

FIRST PRIZE

A Limited Edition Lieutenant Barclay Figure
A Limited Edition 30th Anniversary *Galileo* shuttlecraft (This special craft includes a *Captain James T. Kirk* figure!)
Doctor McCoy's Medical Kit – You too can be a doctor of the future!

SECOND PRIZE

A Limited Edition 30th Anniversary *Galileo* shuttlecraft
Doctor McCoy's Medical Kit

10 THIRD PRIZES

A Limited Edition 30th Anniversary *Galileo* shuttlecraft

10 FOURTH PRIZES...

Doctor McCoy's Medical Kit

... AND FOR 25 LUCKY RUNNERS UP...

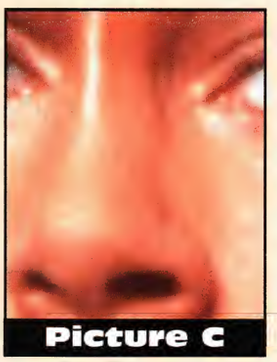
One of 25 various *The Cage* action figures (see page 56)!

HOW TO ENTER

Pictured on this page are FOUR images taken from *STAR TREK: VOYAGER*, but something is interfering with our visual circuits and you may have problems recognising them. Study the pictures carefully and then tell us which character YOU think is which. For example, if you think Picture A is CAPTAIN JANEWAY, then mark your entry form or postcard accordingly. Then, simply complete the tie-breaker and send your entry (on a postcard or the back of a sealed-down envelope only, please – we do not accept e-mail entries to competitions) to the *BANDAI* BARCLAY COMPETITION (#20), *STAR TREK Monthly*, *Titan Magazine* 42–44 Dolben Street, London SE1 0UP. Entries must be received by Friday 8 November 1996. The Editor's decision is final.

Picture A

Picture B


Picture C

Picture D

PICTURE A IS _____

PICTURE B IS _____

PICTURE C IS _____

PICTURE D IS _____

The *Star Trek* Figure I would most like to see *Bandai* release is _____

Because (In not more than 12 words) _____

_____

NAME _____

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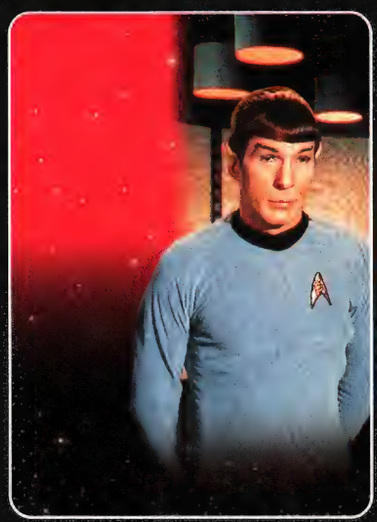
POSTCODE _____ AGE _____

❑ Please tick here if you do not wish to receive details of any special offers or new products which we think may be of interest to you

Star Trek: Th



Lou Anders talks exclusively with Jeff Grubb, designer of the new *Star Trek:* The Card Game from Fleer/ Skybox

Veteran game designer Jeff Grubb is offering card game enthusiasts everywhere the chance to boldly go where no card player has ever gone before. He's the creative force behind **Fleer/Skybox**'s new *Star Trek:* The Card Game, which allows fans to experience a classic Sixties *Star Trek* episode. As Grubb explains, "The big key is we're not creating; we're *simulating*. We want to capture the flavour and the feel of *Star Trek*. When you play it, you will walk away with the feeling that it was a Sixties episode. There's a lot of good stuff, a lot of humour, a lot of warmth, a lot of humanity that makes the original *Star Trek* the classic that it is. We tried to capture the feeling of Sixties episodic television within the cardplay itself."

So, how does a card game emulate a television phenomenon? "The idea of the game is to get experience counters. You gain experience counters by sending your crew on episodes. An episode consists of a mission, a subplot, and a discovery, much like the old television show."

Players control their 'complement', the cards on their side, while the cards in the centre are used by both players during their respective turns. It's safe to think of the cards in the complement as being the heroes in an episode. "It's like you're a script writer and you basically have your characters," says Grubb. Simply put, during a turn, a player lays down a mission card. His opponent attempts to thwart him by laying down challenge cards. Successfully completing an episode wins the player experience counters. The first one to 25 experience counters wins the game.

Grubb says complaints about *Decipher's Star Trek: The Next Generation* CCG game – namely, that its key characters were often hard to find in a starter deck – influenced their choices in filling out their own decks. "The central core you'll get will be *Kirk, Spock, McCoy* and the *U.S.S. Enterprise*. They are going to be available in every deck. Characters like *Chekov, Uhura, Sulu* will be uncommons. Then the rare and very rare will be the very esoteric ones, the ones that have more power, the ones that require more explanations and have cool abilities.

"Challenge cards will range from *Klingons* (which will be very common) to *Yarnac* or the Salt Monster, which are very powerful and have their own abilities."

Other challenge cards include characters like *Nomad, Harry Mudd, Trelane* and *Khan*. "They've got various abilities. They can do certain actions against you. Some Klingons capture members of your party. We have a neat resolution system where we compare scores for Klingons and the score for Captain Kirk. The Klingons have a five and Kirk has a seven, and you draw that number of cards. There are icons on every card. You look at the icons, and whoever has the higher number on a particular icon wins the encounter. It's that simple. And I've seen encounters where a whole Klingon landing party was taken out by *Ensign Rand*, who has a combat of two, simply because

e Card Game

they got the right draws!

"This is a way of randomising and getting a different result every time. You can play different challenge cards during the episode; you can get different responses. Different plot cards make certain challenge cards stronger, certain weaker, reward certain characters and punish others. You get to the end, and if your opponent has no challenge cards left, you can get your experience counters and lay them out on the board."

Experience counters can also be placed on certain cards to increase their abilities. They can then spend the counters to perform certain select tasks. "McCoy with his hypospray can take a character that was killed in combat and make him wounded, or wounded and make him unharmed. Engineering keeps damage from happening to the *U.S.S. Enterprise*." Appropriately enough, one challenge card is giving Grubb a bit of, well, trouble. "Tribbles are interesting," he says, with a sign of exasperation not unlike the one Kirk himself gave in the classic episode. "They are probably not going to be an original set release, but a later set release, because I haven't been happy with the way the card is performing. I know what I *want* it to do. I want it to be a card that gets more powerful the longer you leave it on the board, but we don't have it down right yet. When we have it down right, the card will go in."

If the initial sets and boosters are a success, and he has no doubt they will be, Grubb plans to issue expansion sets based around particular themes. "We'd like the first one, for example, to concentrate mostly on ships. Klingon ships, *Romulan* ships, *Tholian* ships, all sorts of cool space stuff. Phaser hits. Photon torpedoes. Viewscreens.

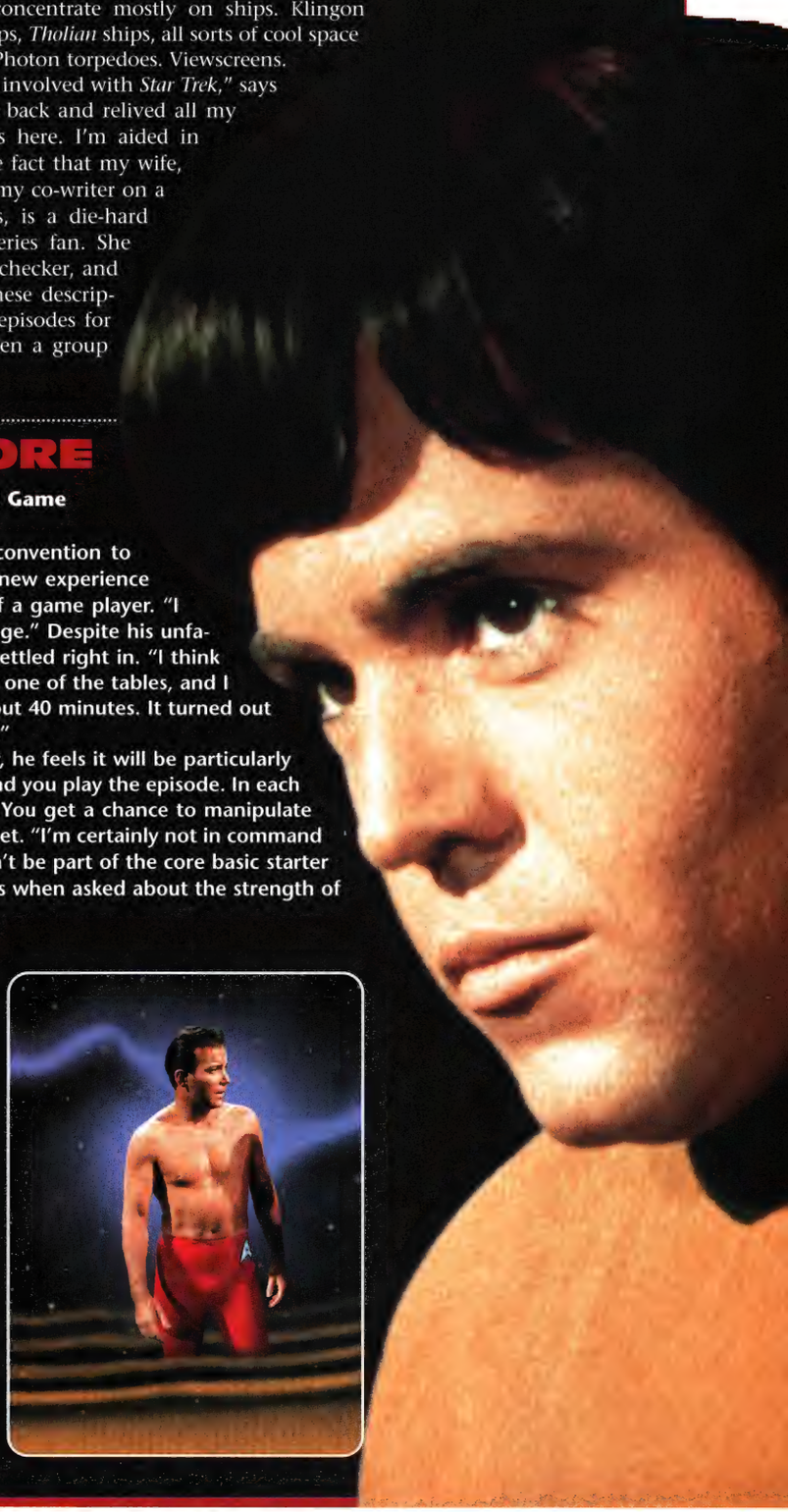
"I've been very involved with *Star Trek*," says Grubb. "I've gone back and relived all my Sixties experiences here. I'm aided in this in part by the fact that my wife, Kate, who is also my co-writer on a number of novels, is a die-hard Trekkie original series fan. She has been my fact checker, and she also did all these descriptions of all these episodes for me. It's clearly been a group effort." ■

PLAYING CHEKOV ONCE MORE

Walter Koenig road tests his own character cards for *Star Trek:* The Card Game

Walter Koenig was on hand last April at the Pasadena Grand Slam convention to playtest *Star Trek:* The Card Game with his fans. "This is all a whole new experience for me," says Koenig, who does not characterise himself as much of a game player. "I haven't played this kind of game. I haven't played a game of cards since college." Despite his unfamiliarity with this style of gaming, Koenig was quickly taught the basics and settled right in. "I think it's a very engrossing game," he says. "In fact, I was talking to some players at one of the tables, and I asked how long they had been playing this particular game, and they said about 40 minutes. It turned out they had been there for an hour and 20 minutes. It's that kind of involvement."

Although Koenig thinks *Star Trek:* The Card Game will be fun for everybody, he feels it will be particularly exciting for fans of the original series. "The hands you are dealt are episodes and you play the episode. In each episode there is a story structure. There's a beginning, a middle and an end. You get a chance to manipulate how the plot evolves." Koenig admits that he hasn't mastered everything just yet. "I'm certainly not in command of the game yet, but I am definitely learning it." Though the Chekov card won't be part of the core basic starter deck, it will be an uncommon, though by no means a rare, card. Koenig laughs when asked about the strength of that particular playing card. "It's a good card," he says. "He's a good guy!" ■



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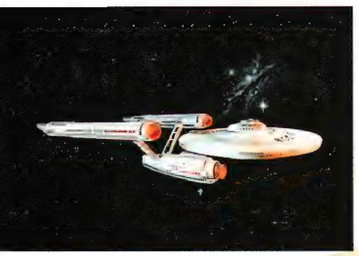


Many thanks for all your letters, suggestions for articles, criticisms and positive comments. We do read all of these even if we can't print them! Please send your letters to STAR TREK Monthly, Titan Magazines, *42-44 Dolben Street, London SE1 0UP.*

Alternatively, E-Mail us at: 101447.2455@compuserve.com. Please include your full address in addition to your e-mail contact.

Please note that we will only print your full address if you ask us to. Letters may be edited for publication, so the more to the point, the better...

Every issue, one lucky correspondent will receive a free ERTL Star Trek *model kit, so get scribbling!*

We're very sorry, but we cannot make personal replies to your letters.

Darryl Curtis

WHO'S THAT ROMULAN?

Thanks for another excellent edition. My wife and I had just one query. The cover of Issue 17 shows a *Romulan*. However, I cannot find a description of the person anywhere in the magazine.

We think it looks like *Captain Picard*. Is this correct? If so, what were the circumstances in which it was taken?
Kevin Leigh, Southend-on-Sea, Essex

***The 'Romulan' on the front of Issue 17 is indeed Captain Picard, Kevin. In the* ST:TNG *episode* Unification, *Picard and* Data *disguise themselves as Romulans and venture onto Romulus in search of* Spock.

FIRST LOOK AT FIRST CONTACT?

I noted with interest that you are to start a *Star Trek: Deep Space Nine* poster magazine. I do hope this will not reduce your coverage of *ST:DS9* in *STAR TREK Monthly*, as it is an essential part of the *Star Trek* Universe.

Further to your comments regarding the upcoming film, especially seeing the plans and first model of the new *U.S.S. Enterprise NCC-1701-E*, could you not give your readers an exclusive first look at it?
R. Parker, Beverley, Hull

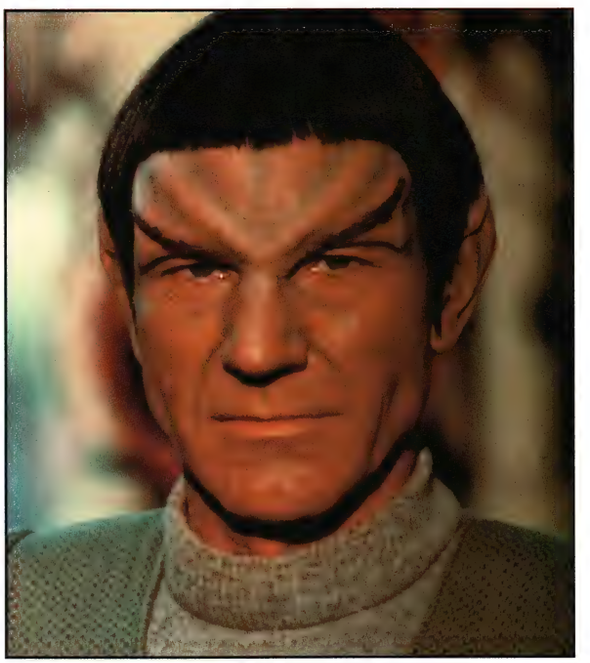
The* ST:DS9 *poster magazine has come about as a result of the popularity of and growing demand for material on the current series. The poster magazine will contain behind-the-scenes information, interviews and special features on specific episodes and their themes. This will obviously leave a good deal of 'new' news, information and updates on the series which will feature in* STM. *We can assure readers that coverage of* ST:DS9 *in* STM *will in no way be reduced.

As to your second point,* Paramount *officially released pictures from the new film to us in July (see pages 10–11). Although no pictures of the* U.S.S. Enterprise NCC-1701-E *have been released as yet, we will be bringing you pictures of the new ship as soon as we get them...

FIT FOR A PRINCE

I read somewhere that the Prince of Jordan was a fan of *Star Trek* and had been in two episodes of *Star Trek*. With only this information I wrote to him, thinking that it would probably not even reach him.

To my amazement, however, one day in the post a letter came back with a signed picture of him from his office in Jordan. He wished me well and asked me if I would help him set up a *Star Trek* club in his country. Since that first letter he has become a member of the club I am in and we continue to correspond about *Star Trek*.



I would just like to say to all those non-believers that this *Star Trek* phenomenon must be something fantastic if it has allowed a Prince of one country and a fan in a *Star Trek* club in another to communicate, when their lives are so different.
Paul Mock, Northampton

Well, Paul, I'm sure that none of the rest of us would like you to pass on the prince's address so that we can go and be wined and dined by him at his palace in Jordan and treated like royalty... Would an* ERTL *model kit be a good enough bribe?

COLLECTORS' COVER

In response to the letter from Carol Murray in Issue 18 about insurance for her collection, I had something of the same.

A few months ago, I decided to find out if my collection was covered. When I went to the office, I got the "Beam me up, Scotty" jokes, and laughing at my hobby.

But their faces dropped when I mentioned that if something happened to my video collection alone, it would cost about £4,000 to replace. The office staff stopped laughing and looked at my policy.

It might be worth mentioning to fellow Trekkers that videos and books are usually covered, but cards and 'collectors' items' might need special cover. My collection did, and costs me an extra £1 a month on top of my usual cover.
Peter Allan, Barwell, Leics.

Thanks for your words of advice, Peter, I'm sure collectors will find this information very useful. Incidentally, quite a few people have written in in sympathy and similar stories to Carol. Are there no* Star Trek *fans in the insurance business? – we want to hear from you!

COMPETITION WINNERS

For those of you who have been waiting patiently since August to hear the results of recent competitions, here they are:

MR SCOTT'S GUIDE TO THE ENTERPRISE (ISSUE 16)

To win a copy of *Titan Books' Mr Scott's Guide to the Enterprise*, by Shane Johnson, we asked you to name the ship Scotty was trapped on in the *Star Trek: The Next Generation* episode *Relics*. The ship was the *U.S.S. Jenolen*, and the following lucky people are the winners of this invaluable reference work:
David Murphy, Lanark, Scotland; Thomas Perkins, Llanwrda, Carmathenshire, Wales; Kieran Seeburn, Slough, Berks; K. C. Crook, Gosport, Hants; K. P. Jeffrey, Farnborough, Hants; Rob Reed, Sandown, Isle of Wight; Tracy Burke, Mahon, Cork, Eire; Peter M. Meaney, Crumlin, Eire; Mark French, Welwyn Garden City, Herts; and Graham Murcott, Pontefract, West Yorkshire.

STAR TREK: KLINGON (ISSUE 16)

This competition (which ran as *Klingon Immersion Studies*, shortly after which *CIC Interactive* changed the name of the game to *Star Trek: Klingon*) put readers' Klingon knowledge to the test in order to be in with a chance of winning one of 15 copies of the new *Star Trek: Klingon* computer game from *CIC Interactive*. The answers are as follows:

- The first *Star Trek* episode to feature the Klingons was *Errand of Mercy*
- The second question was actually a bit of a trick question! The planet on which the Klingons were supplying natives with the means to make better weapons in the original series was not given a name in the episode *A Private Little War*. However, the script suggested it might have been called the planet Neural. We therefore accepted either Neural, Tyree's planet (after the leader of the natives who inhabited the planet) or 'the planet was not named'.
- The official name given to a Klingon measure of distance is a kellicam
- The rite by which a Klingon becomes a warrior is the Age of Ascension
- The three Klingons from the original series who also appeared in the *ST:DS9* episode *Blood Oath* are *Kang*, *Kor* and *Koloth*

And... the winners are:
Ian Pritchard, Brentwood, Essex; Dale Roberts, Darlaston, West Midlands; Mr L. Darby, Solihull, West Midlands; Howard G. Crook, Moss Side, Lancashire; J. S. Edwards, Bishops Stortford, Herts; Tim Adkins, Kingstanding, Birmingham; Mark McPhee, Linlithgow, West Lothian, Scotland; Peter Boylan, Limerick, Eire; Trace Burke, Mahon, Cork, Eire; Richard Denning, Reigate, Surrey; Matthew Bowers, Chichester, West Sussex; Mr G. Ditchburn, Hartlepool, Cleveland; Paul Aspel, Sutton Coldfield, Birmingham; Sally Morris, Kings Norton, Birmingham and Neil White, Harlow, Essex.

INVASION NOVEL COMPETITION (ISSUE 17)

We had 15 copies of books from the *Invasion* series to give away, courtesy of *Simon & Schuster*. We asked readers in which episode of *ST:TNG Commander Data* foils a full-scale *Romulan* invasion. The answer was *Redemption, Part II*, and the winners were:

Mr K. Taylor, Scunthorpe, South Humberside; Mr G. W. Hill, Cheadle, Staffs; Gavin Davies, Rhos-on-Sea, Clwyd, Wales; Paul Szalecki, Renfrewshire, Erskine; Kevin Glenister, Harlow, Essex; Stefan Van-de-Hauer, Whitstable, Kent; Miss R. Apperley, Bartley Green, Birmingham; Mark Prada, Cricklewood, London; Tracy Burke, Mahon, Cork, Ireland; Pauline Thompson, Luton, Beds; Sarah Cooper, Gosforth, Newcastle; B. Connor, Liverpool; Michael Patterson, Belfast, N. Ireland; Neil Piller, North Harrow, Middlesex; and Robbie McNeil,

IN BRIEF...

To all of you who wrote in and complained about Gates McFadden not being in our Doctors issue: WE NEVER SAID SHE WOULD BE! However, we do hope to bring you an interview with Gates soon, her busy schedule permitting. We did manage to grab a few words with her for this issue's Star Trek: First Contact *feature (page 10). How anyone can possibly moan when we brought you in-depth interviews with three of* Star Trek*'s most popular characters is completely beyond us. There's no pleasing some people.*

We do think apologies are owed, however, to Miss Alyssa Wakelin (age 6) of Kettering, Northants. As her mum pointed out, Nurse Ogawa*'s first name is Alyssa, not Alicia, and she would know because she named her daughter after her! Alyssa Wakelin is proud to have a name associated with a character from* Star Trek*. Perhaps we should change our Editor's name to Jean-Luc Freeman!* ■

HERE, HERE!

I agree completely with Barry McDonald (Issue 16). I am a 14-year-old girl who is absolutely fed up with anti-Janeway and anti-*Star Trek: Voyager* remarks from your magazine as well as on the street.

As far as I'm concerned, *ST:VOY* has had the best start any new *Star Trek* incarnation could ask for since the original series first came out!

As for *Captain Janeway*'s voice, I find nothing 'annoying' about it.

Like others, I would like to see more coverage of *ST:VOY*, especially on Janeway, *Chakotay* and *B'Elanna Torres*.
Lee Tanya Baker, Liverpool

Hmm - if we've been critical of* ST:VOY *I think you'll find we are reporting constructive comments directly from those involved in its production... and this letter has echoes of the same solid defence shown for* ST:DS9 *last year on these very pages. We hope you are pleased with our coverage of* ST:VOY *in this issue, Lee, especially the interviews with your three favourite actors.

SCIENCE FICTION, NOT SOAP OPERA!

Having just purchased your August issue, I write with reference to the article on page 8 - 'Minority Characters Call'. When I initially read this, I thought it must be an April fool joke! A recurring gay or lesbian character on a *Star Trek* series?

I cannot believe that Gene Roddenberry's grandson has endorsed this notion. Let's be honest – *Star Trek* is science fiction, excellent science fiction, not a soap opera!

The subject has been addressed in episodes of *Star Trek*, but to have a positive ongoing gay or lesbian character is slightly absurd. I realise that *Star Trek* has always offered a hateless society, and that it offers all minorities airtime, but I believe that the mixture is just fine as it is.

I have nothing against gay people, but I think it gets a bit much when they have to complain about *Star Trek*.
David Greenfield, West Midlands

As the recent* Star Trek: Deep Space Nine *episode* Rejoined *proves,* Star Trek *continues to explore many controversial issues, as it has always done and, we are sure, will continue to do in the future.

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"What I learned most this time is how much I still have to learn as a director.""

– René Auberjonois

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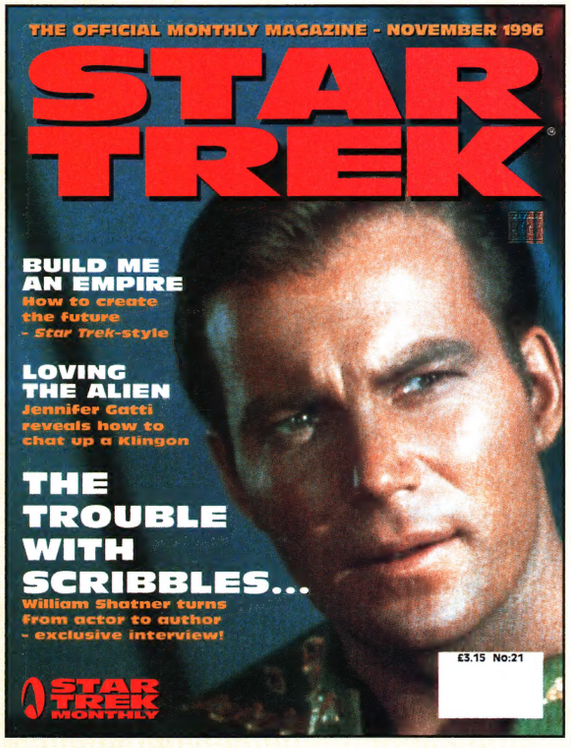
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